inTone

Audio applications for live performance

Printable guide

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Learning Basic Principles

If you have no experience with the computer audio processing, learn the basic principles:

Real-time Audio

The computer processor can modify the sound coming from your instrument. The audio signal is transformed to the digital (a stream of numbers) in audio hardware and passed to a piece of computer memory, called buffers. The larger the buffer is, the more time it takes to fill it by digital audio data. Large buffers increase the time required for processing audio in computer, this delay is usually called latency. You can adjust the buffer size and set the latency in Preferences of inTone or other applications.

Every system has certain limitations - too small buffers involving negligible latencies cannot be smoothly processed by computer, so the reasonable size starts at about 32 samples. The processor load does not affect latency directly (it means, once you set certain buffer size, the latency is constant), but with very high processor loads the processing starts dropping out. Increasing buffer size or quitting other application helps to keep playback smooth.

On slower machines, you may also switch off some plug-ins to save some processor power, reducing especially the number of reverbs and virtual instruments.

The number of samples taken in one second when converting analog audio to the digital can be adjusted in the audio preferences, too. The higher sample rates consume more CPU power, so use them with care. If you have an average audio equipment and you are audio hobbyist, you won't need the sample rates above 44.1 kHz.

About Plug-ins

Plug-ins are software modules which can be used in various applications, these applications are called Hosts. inTone is a host application, while our stomp box effects, VL2 / inValve are plug-ins.

inTone can open also 3rd party plug-ins if they are in the VST format. Most of the plug-ins on the market are available as VST.

Mac: Plug-ins are stored in Library/Audio/Plug-Ins folders, both the user Library and the root Library can be used to install plug-ins. The subfolders in this Plug-In folder hold various formats of plug-ins.

Windows: There is no certain plug-in folder - users choose the plug-in folders during installation and then they have to locate the folder in the host applications. Some installers including inTone place Plug-ins to a subfolder of the Program Files folder and automatically set the application to use plug-ins properly.

VL2, inValve, GT Player VST and Audiffex plug-ins should be located in these folders to be available for other applications.

About MIDI

To understand the principle of MIDI, we offer an analogy: The relation between MIDI and the recorded audio is the same as the relation between the written text and and the speech. Text can be read by different voices at various speeds, MIDI can be played with different timbres at various speeds, too, because it contains just note and control information requiring conversion to audio. The MIDI keyboards send notes like C#1 to the computer, where the software generates some sound less or more corresponding to C#1.

In fact, the abbreviation "MIDI" describes two different things:

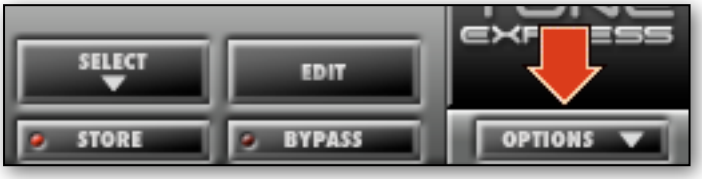
A type of digital connection using 5-pin cables with corresponding IN, OUT and THRU sockets

A protocol how to transfer notes and control from sources (keyboards, controllers etc.) to destinations (synths, effects etc.) Computers may serve as both MIDI sources and MIDI destinations when running audio applications.

Originally, the MIDI data were transferred just by MIDI cables. Nowadays, in the computer era, MIDI data can be sent from one device to another one via FireWire, USB or network cables. inTone applications create virtual MIDI cables connecting MIDI ports on your hardware with software effects and instruments. Unlike the real 5-pin cables, inTone virtual cables have many additional capabilities, such as transpose, note limit, filtering etc.

inTone quick start

The first thing you need to do to start using inTone is to set up your audio hardware and select audio interfaces in preferences.



Check where your instrument is connected and select input channels.

If you want to play software instruments you need to set up MIDI to route notes from connected keyboards to the loaded instruments.

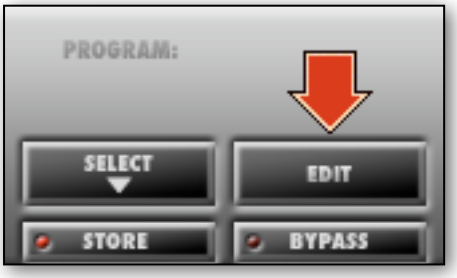
Once your setup is complete:

Turn the POWER button ON.

Select a program and play

Programs can be loaded, stored, downloaded from our web database and published on the web.

If you want to change the sound parameters, edit the inTone program.

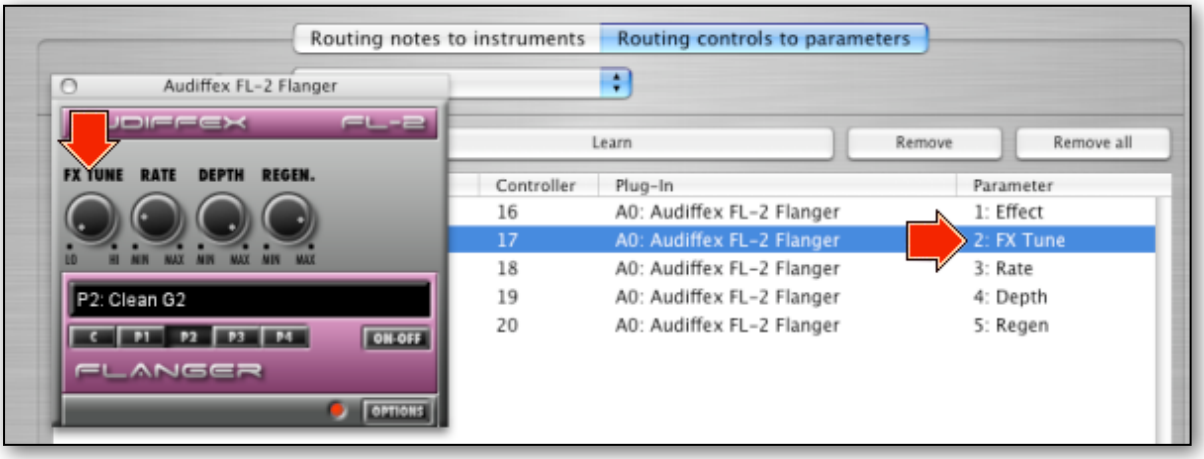


Use the Layout button to arrange inTone Windows.

inTone applications allow to accompany your performance. The Track Player unit allows to play files possibly slowing them down, making easier your practicing.

Use the recording section of the Track Player unit to record your performance.

inTone allows to control parameters of the built in or 3rd party plug-ins by MIDI. Create Control routes in the MIDI panel to assign MIDI controllers to parameters.

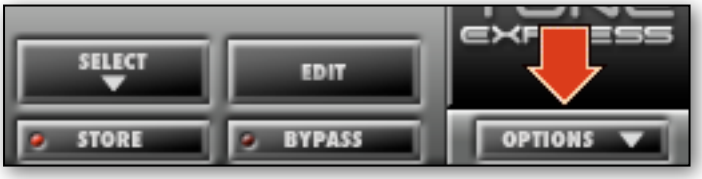


inTone allows to select any external MIDI devices as destination of MIDI routing.

Audio Settings

Before you start adjusting audio in inTone, you should check the audio interfaces and channels where the sources of audio signal are connected.

Open Preferences (OPTIONS button).



Select the Audio pane.

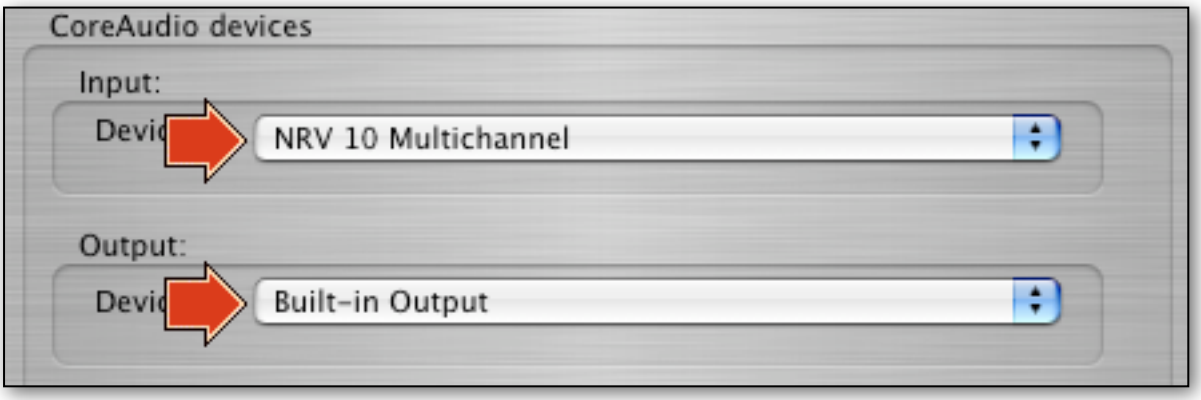
The selection of audio interface differs on PC and on Mac computers:

Mac selection is interface based - you are always selecting a physical device.

Windows selection is driver based - users should be careful which driver they are selecting.

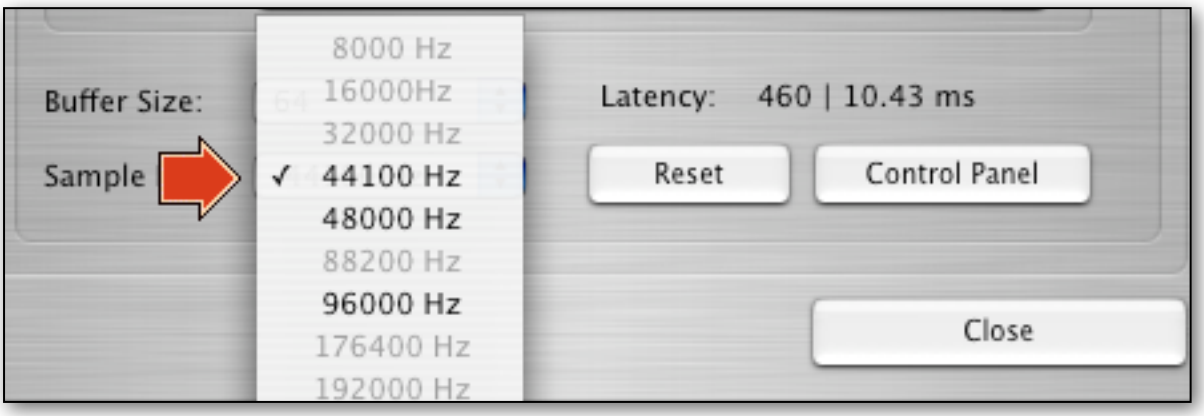
Select the audio interface where you have connected the signal source.

Mac version allows to select different devices for input and output.



PC version allows to select only one audio driver. You cannot listen to laptop speakers or headphones connected to internal sound card of your PC if you use e.g. USB interface for audio input. Use only ASIO driver delivered with your audio interface. NEVER use ASIO Multimedia driver emulation. Use the ASIO driver control panel to adjust more parameters such as buffer size or sample rate.

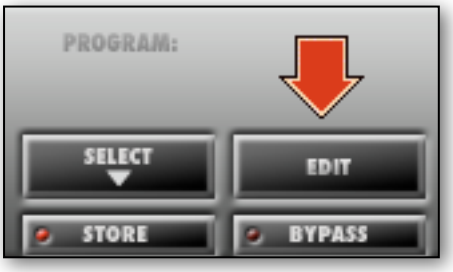
Use the provided selectors to adjust the buffer size and the sample rate.
The sample rate list always allows to select only sample rates available for both input and output devices.



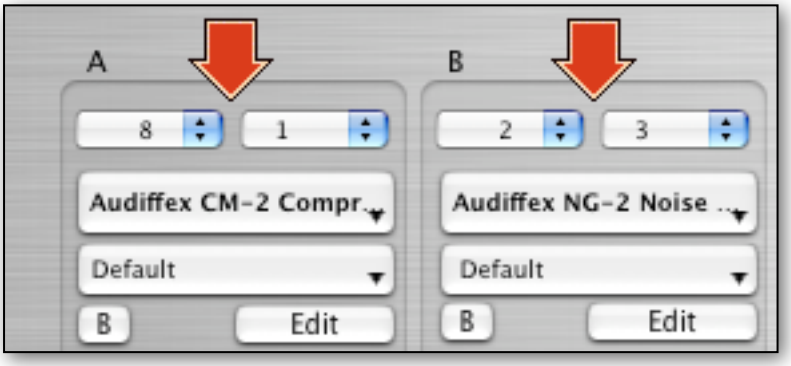
Close Preferences.

All preferences are automatically saved. Next time you'll launch inTone, you don't need to set up audio again. If the selected device wouldn't be connected, inTone selects the default audio interfaces selected in your system preferences.

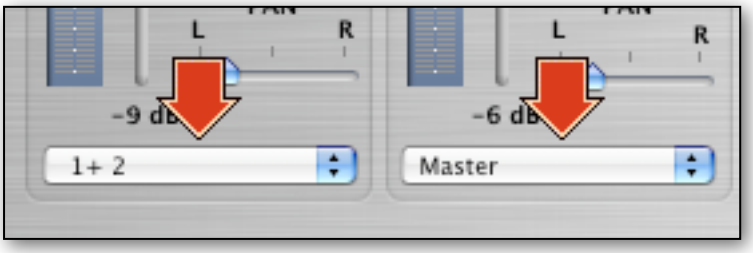
To select input and output channels, open Program Editor (EDITOR button).



Select the channels for input:

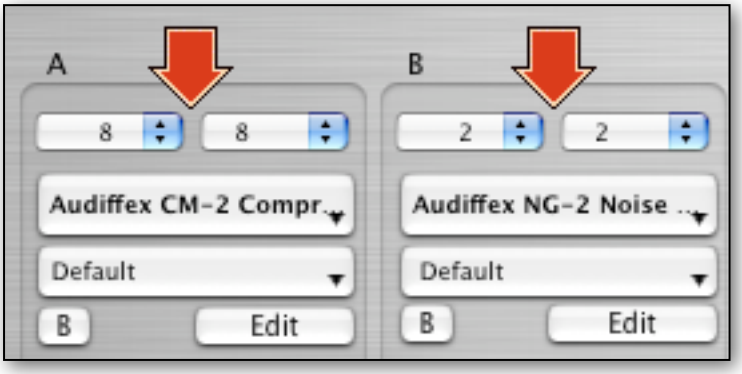


and channel pairs for output:



For inTone versions with the master chain, you can select Master as the output channel pair. Only the Master output is recorded. So you can use the individual output pairs if you want to process and hear some signal, which is not included in recording.

If you use mono sources, use the same channel for both left and right input of the chains. Never process the inputs where nothing is connected.



The selected channel mapping is not affected by loading of inTone programs (presets), unless you don't check the Individual Channel Setting box. This box allows to load channel setting along with other settings stored in programs.

Hint: To store and retrieve several complex channel mappings, use empty programs with channel mappings. To use the saved mapping in another program, load the empty program with mapping with the checkbox on, then deselect the checkbox and load program, where the stored mapping should take place.

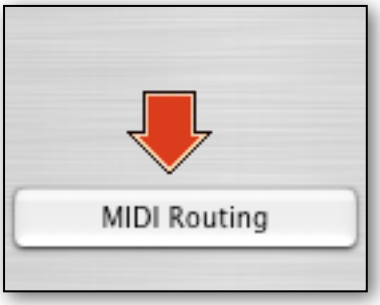
Hint: Use the INPUT button to make quick channel assignments.

If you have connected audio input in certain chain of inTone, you can select this chain as a source for level meters here. So if you open e.g. 2 software synths in chains A

and B and you sing to a microphone connected to C, select the chain C for metering to see the input level of your microphone signal.

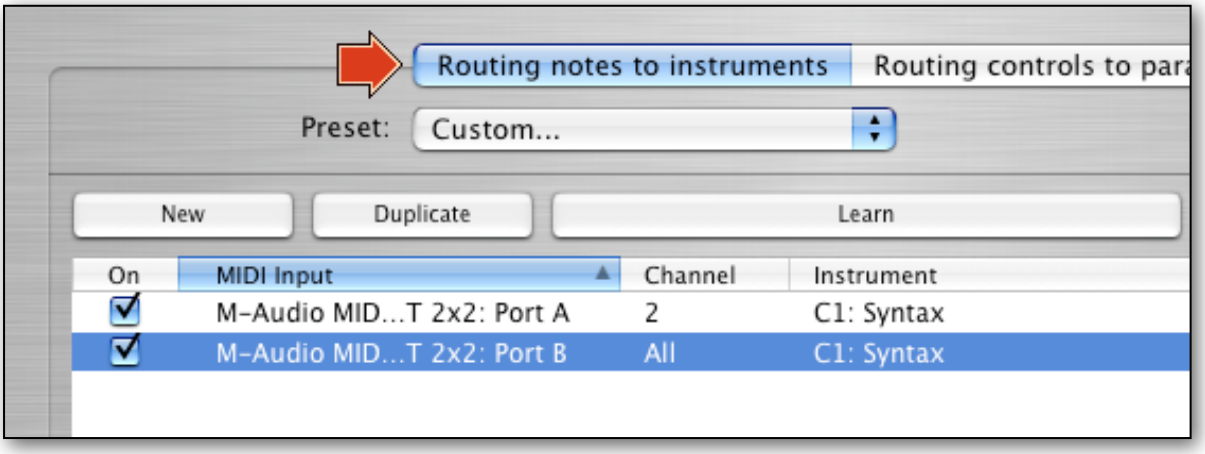
Connecting Keyboards to Instruments

Open the MIDI panel - use either the MIDI button (Keys version) or a menu item in the OPTIONS button menu (Guitar and Bass versions).

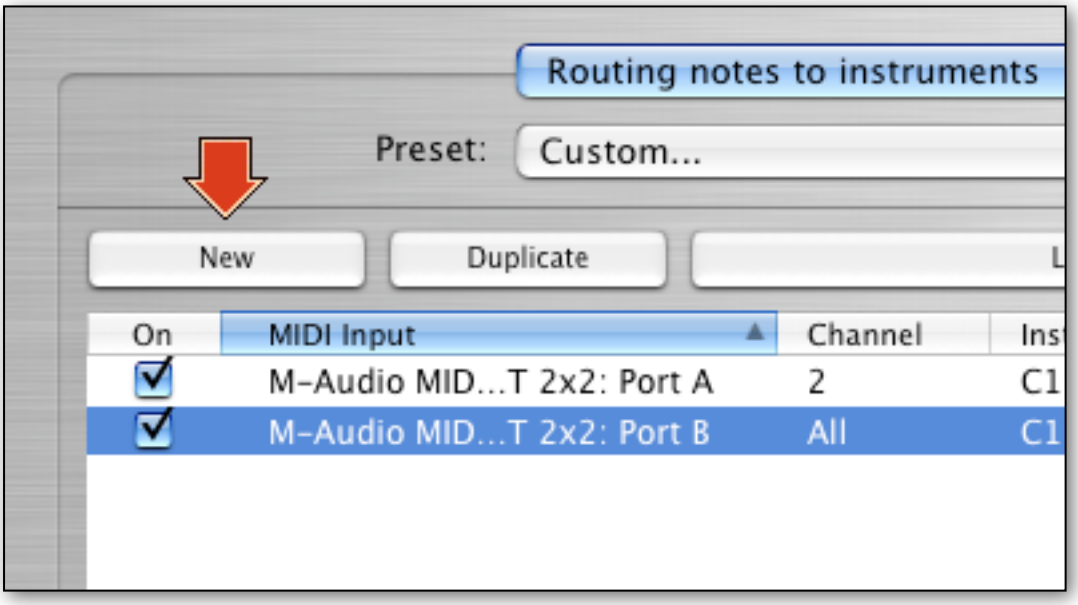


MIDI Route in inTone is a connection (virtual cable) connecting MIDI source to MIDI destination. Note routes connect MIDI keyboards to software instruments opened in inTone.

Select the Note Routes pane.

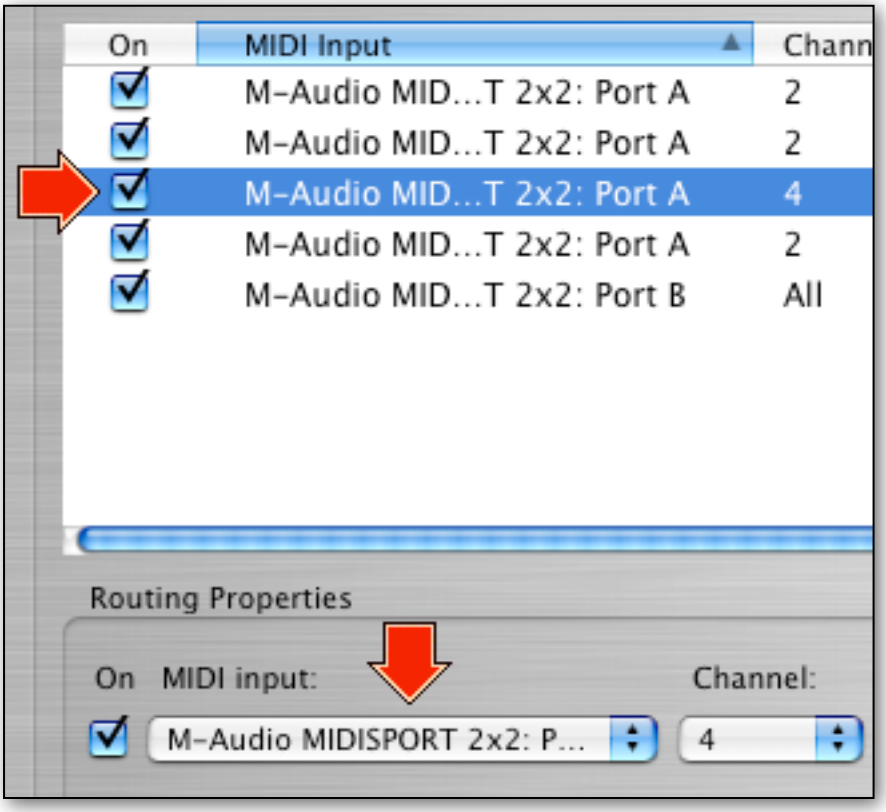


Click "New Route".



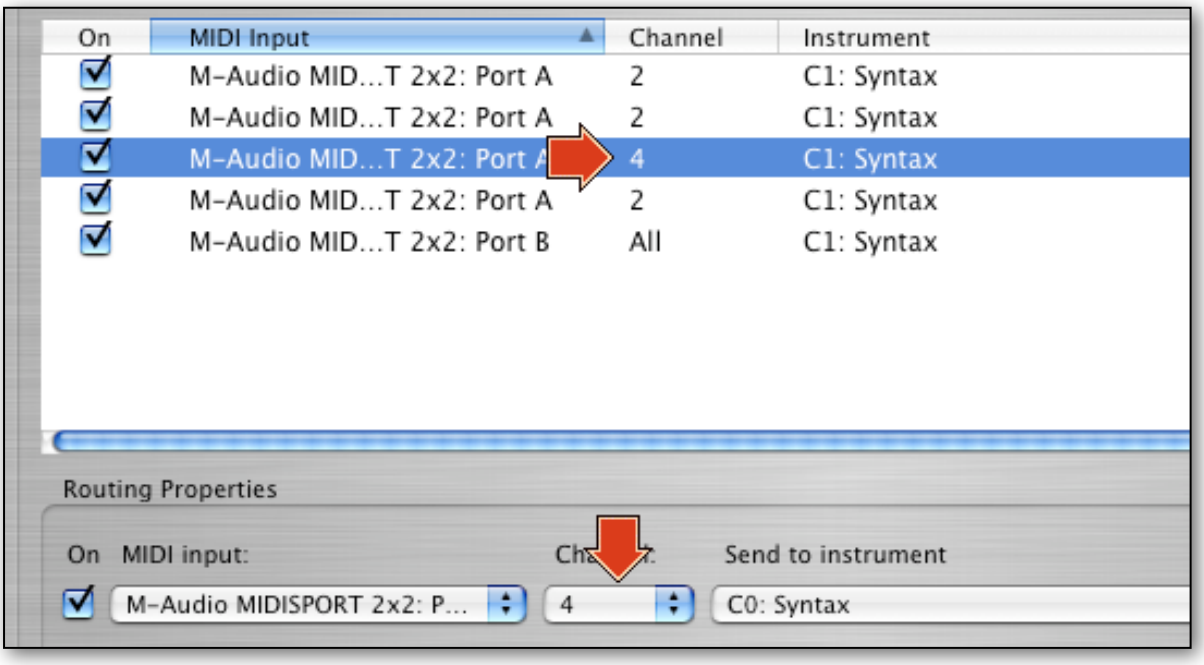
Manual Setting

Select this route in the Route list. Use the selectors below the list.
Select the MIDI keyboard you want to use to play.

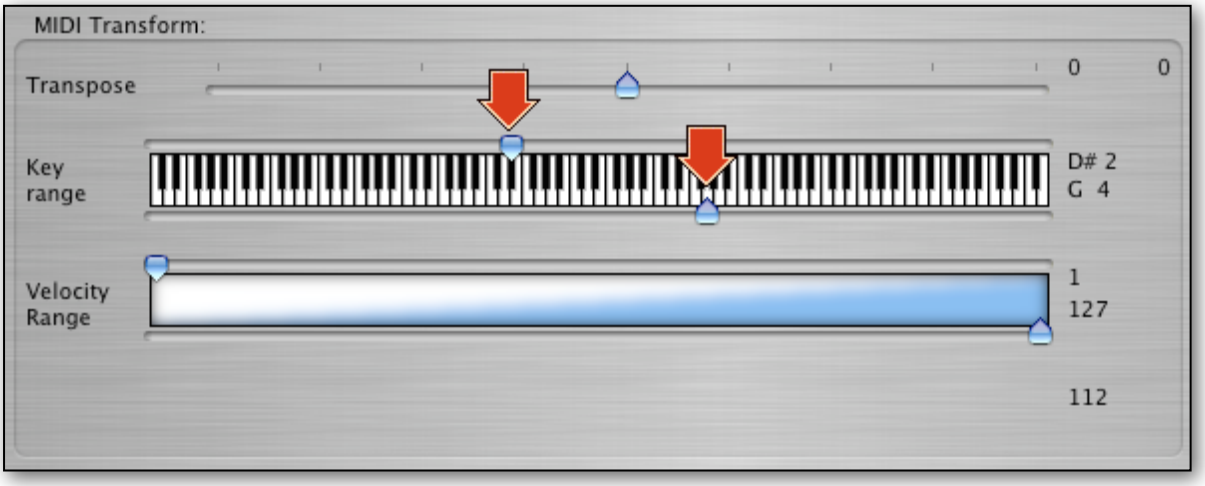


Select the MIDI channel to be only used from the keyboard.

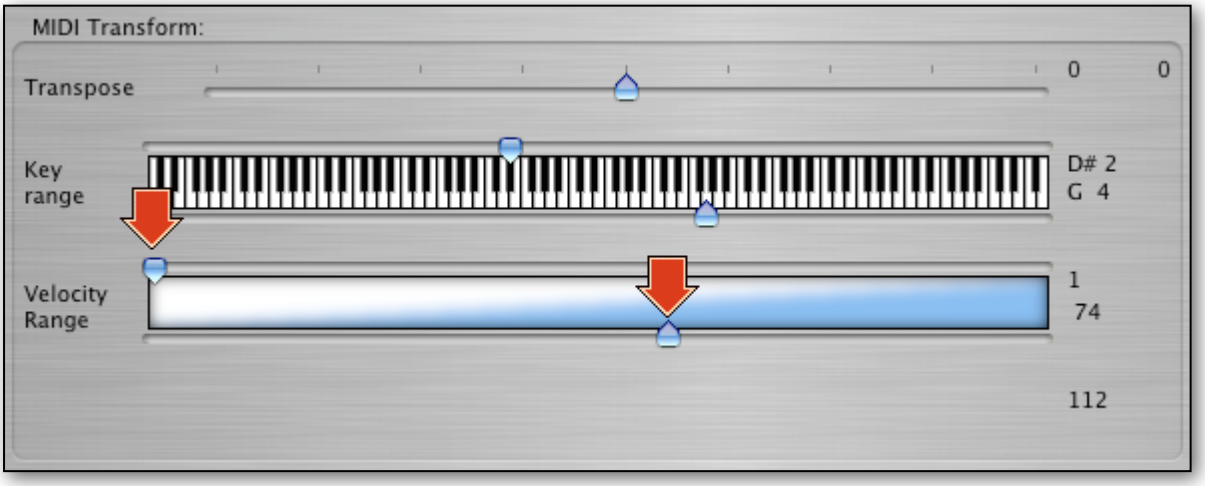
Keeping "All" in both selectors is the easiest setting, accepting all MIDI keyboards on all channels.


On
MIDI Input
Channel
Instrument
M-Audio MID...T 2x2: Port A 2 C1: Syntax
M-Audio MID...T 2x2: Port A 2 C1: Syntax
M-Audio MID...T 2x2: Port A 4 C1: Syntax
M-Audio MID...T 2x2: Port A 2 C1: Syntax
M-Audio MID...T 2x2: Port B All C1: Syntax
Routing Properties
On MIDI input:
Send to instrument
M-Audio MIDISPORT 2x2: P...
4
C0: Syntax

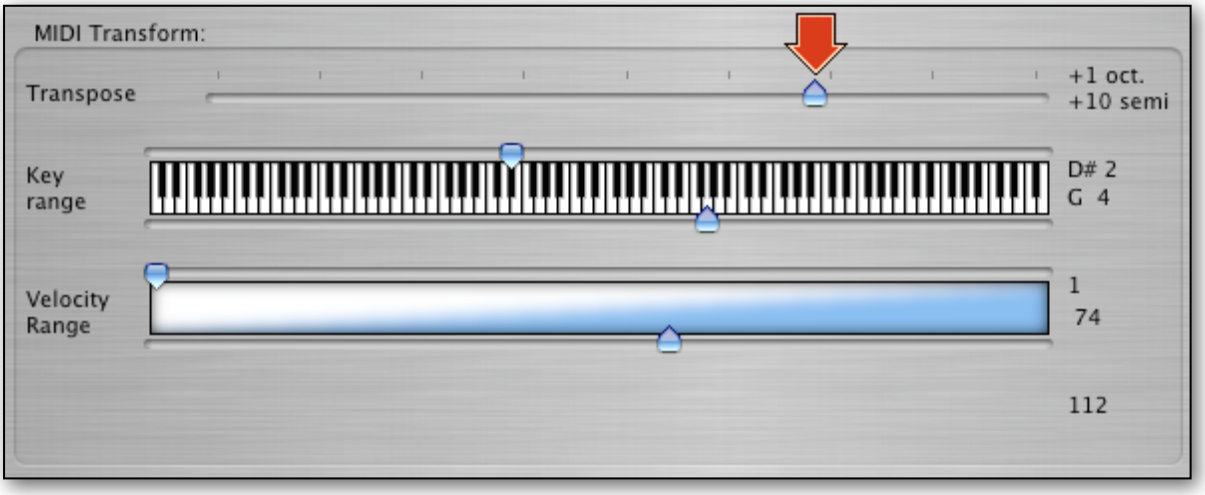
Select the upper and lower note limits. Only notes from the selected range will be supplied to the instrument.



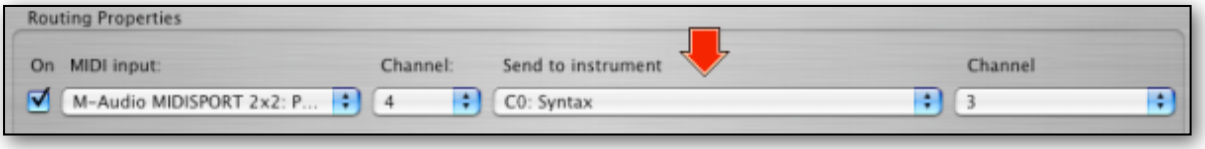
Select the velocity range.



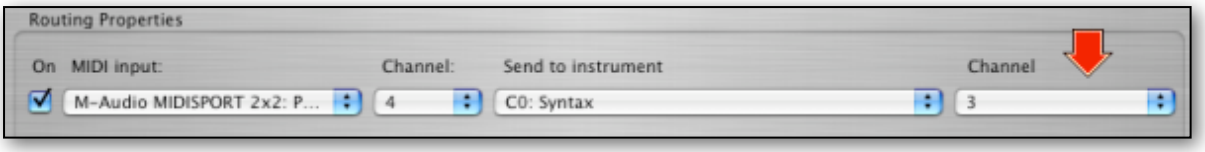
Select the transpose value.



Select the destination instrument.



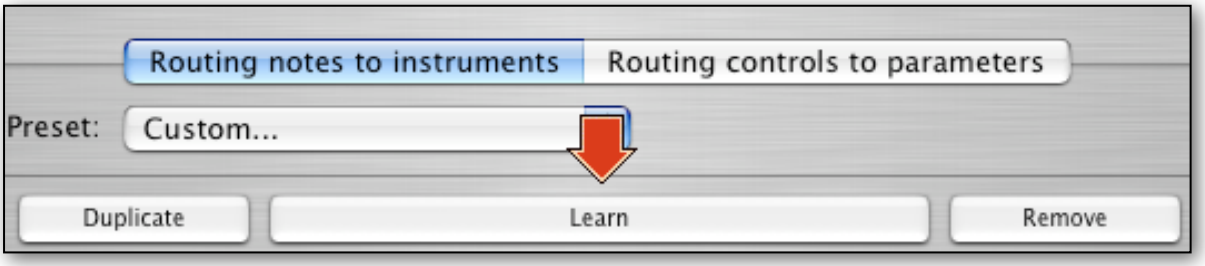
Select the destination MIDI channel. inTone is able to re-channelize MIDI data - it can send MIDI on a different channel than it is received from.



Automatic Setting

There is much easier way to select a source of control:

Click the Learn button.



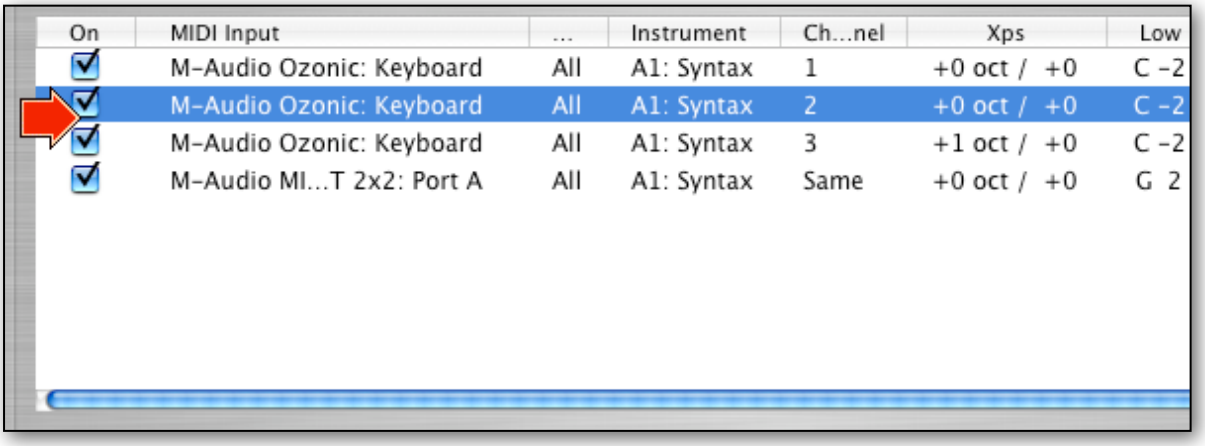
Touch the keyboard you want to use for MIDI control.

Click (switch OFF) the Learn button.

You can combine the manual and the automatic ways - for instance using the Learn mode to assign the source of control and selecting the effect parameter manually.

Multiple Routes

You can create multiple routes from one keyboard or multiple routes to one software instrument. Use this functionality to create zones and layers.

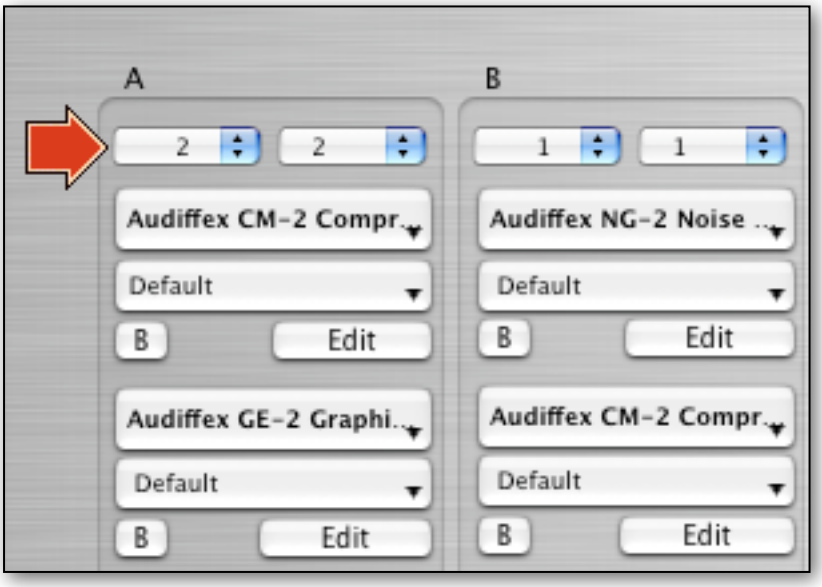

On
MIDI Input
...
Instrument
Ch...nel
Xps
Low
M-Audio Ozonic: Keyboard All A1: Syntax 1 +0 oct / +0 C -2
M-Audio Ozonic: Keyboard All A1: Syntax 2 +0 oct / +0 C -2
M-Audio Ozonic: Keyboard All A1: Syntax 3 +1 oct / +0 C -2
M-Audio MI...T 2x2: Port A All A1: Syntax Same +0 oct / +0 G 2

Editing inTone Programs

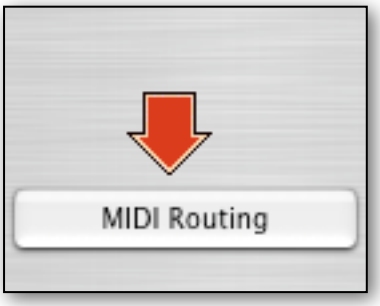
Click the EDITOR button to open the Program Editor. You may also use the LAYOUT button.

The program window shows the signal flow in the application. The effect processing is structured in Effect Chains, each chain holds software effects and possibly one software instrument.

If the chain is intended to process audio input, you should assign the input channels.



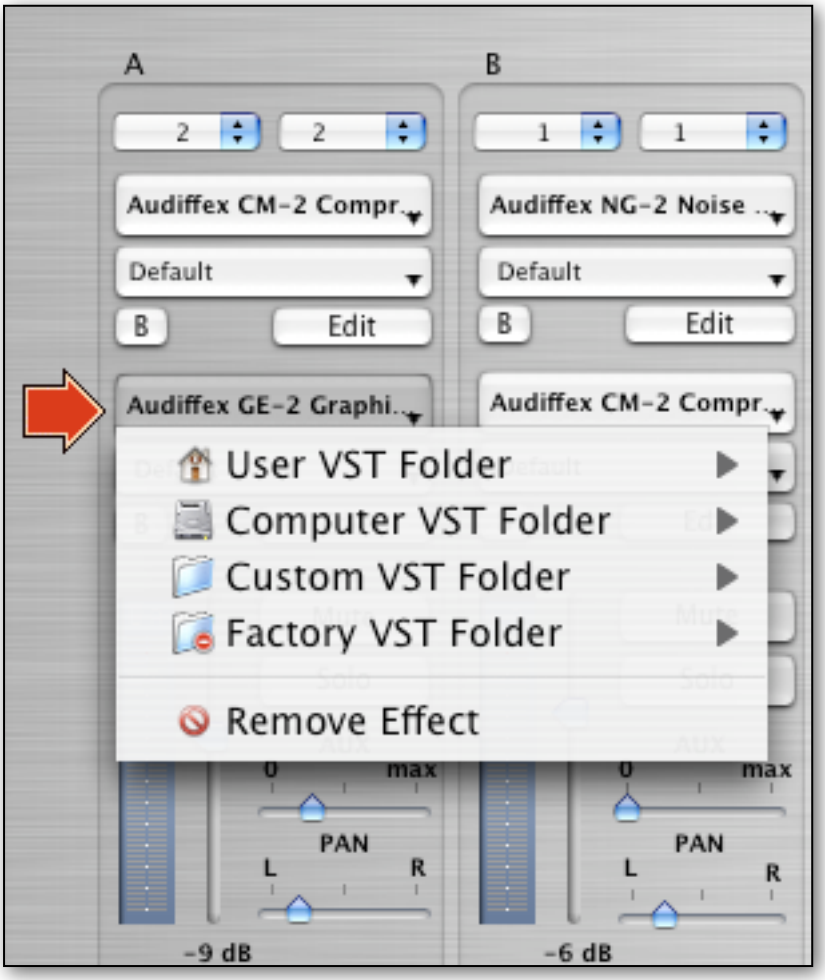
If the chain is intended to hold a software instrument, instead of audio inputs you should assign MIDI route to supply MIDI data to the instrument. Refer to the MIDI tutorials how to assign MIDI keyboards to software instruments.



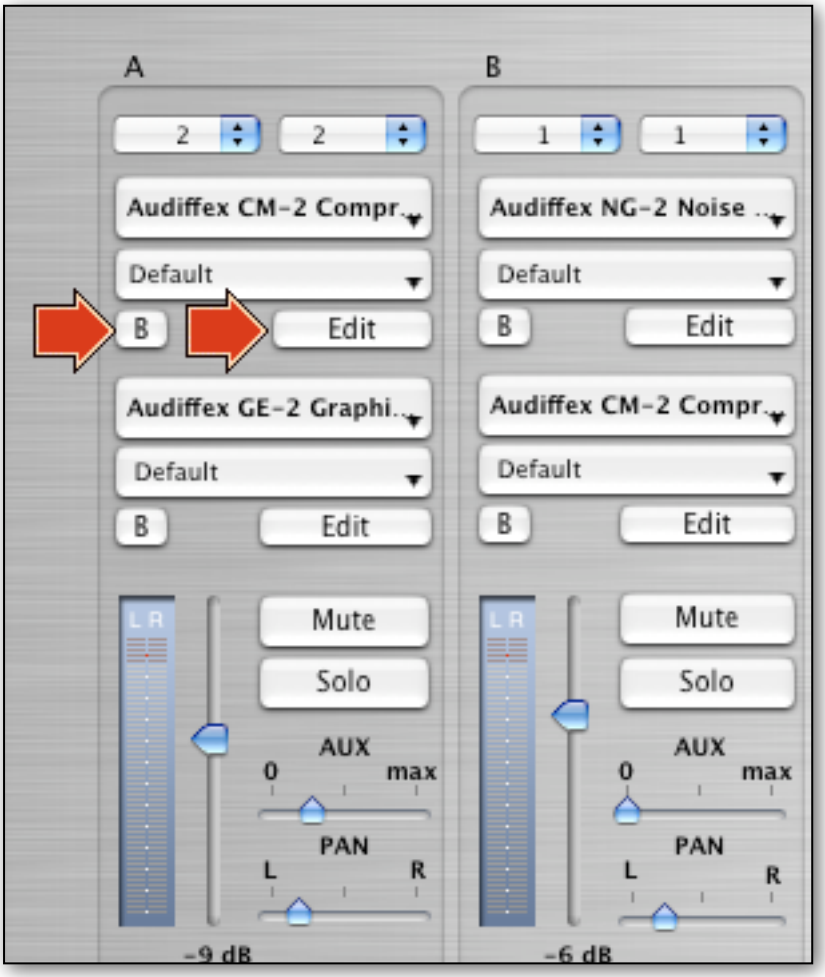
Use the selector buttons to load an instrument or an effect. You can load either built in or third party effects, which must be properly installed in system folders (Mac) or in the folders set in Preferences (Windows).

To access the folders with plug-ins, use the File menu.

If you have added new plug-ins to these folders, refresh the lists using a command in the File menu.

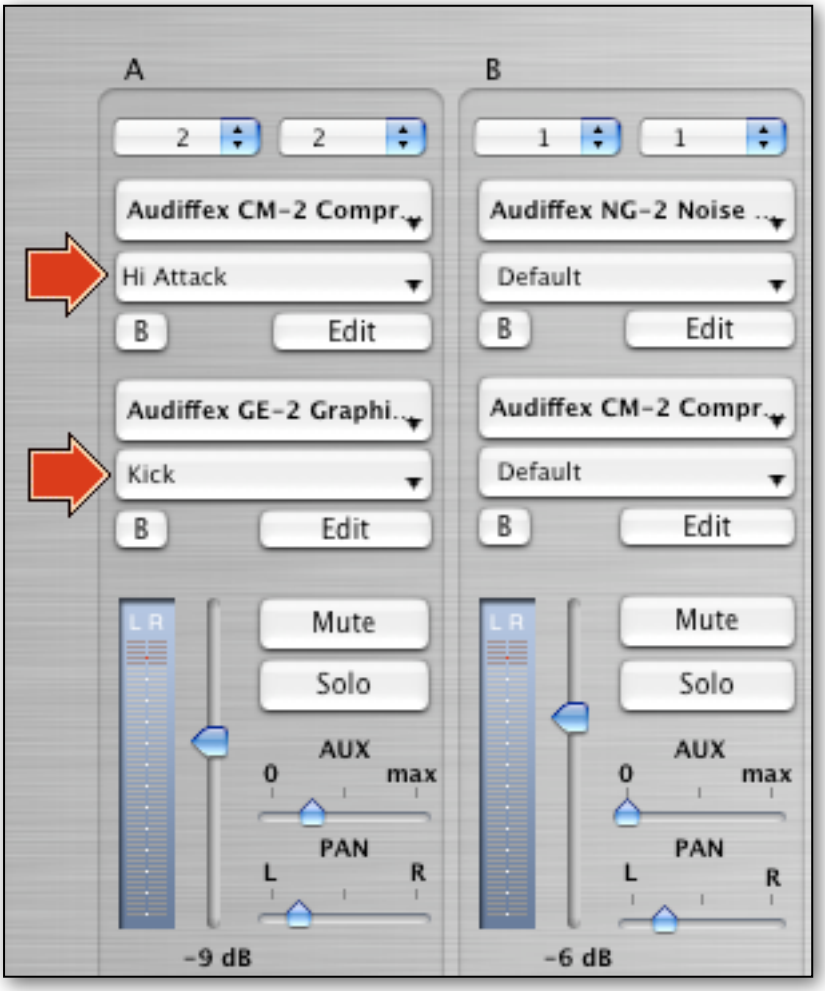


Once the effect or instrument is loaded, you can use the buttons under or on the right of the selector to show/hide the effect window and to set processing of the effect on/off.



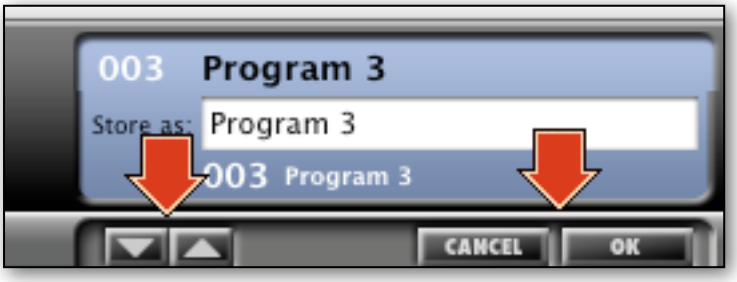
Use the edit window of each effect or instrument to adjust its parameters.

Some effects and instruments have predefined presets, you can load these presets directly in the inTone editor.



To save a program to any position, to assign it a name, press the STORE button in the rack window, not in the editor window.

The inTone display changes to a program-store dialog and four buttons appear under the display. Clicking (or holding) the arrows you can select the position where to save the program.



The buttons at the bottom:

The Initialize button removes all the plug-ins and resets all the settings to their default values

The Store button allows to save the program quickly to the same position where it was loaded from, without asking for a new name.

The MIDI button opens the MIDI Routing window

The Banks button takes you to the Bank Selector, where you can select program bank and read the bank description.

Windows Arrangement

inTone applications have many options how to arrange windows on desktop. There are two ways how to arrange windows:

Automatically. Windows are arranged when you load a program.

Manually. Windows are arranged by a menu command.

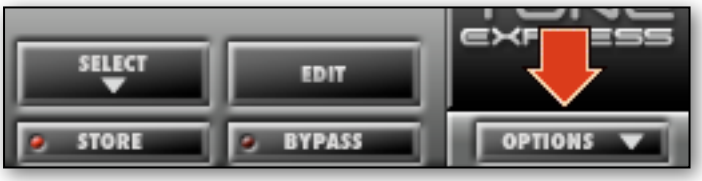
Use the Layout menu to arrange windows.

The layout menu has several sections.

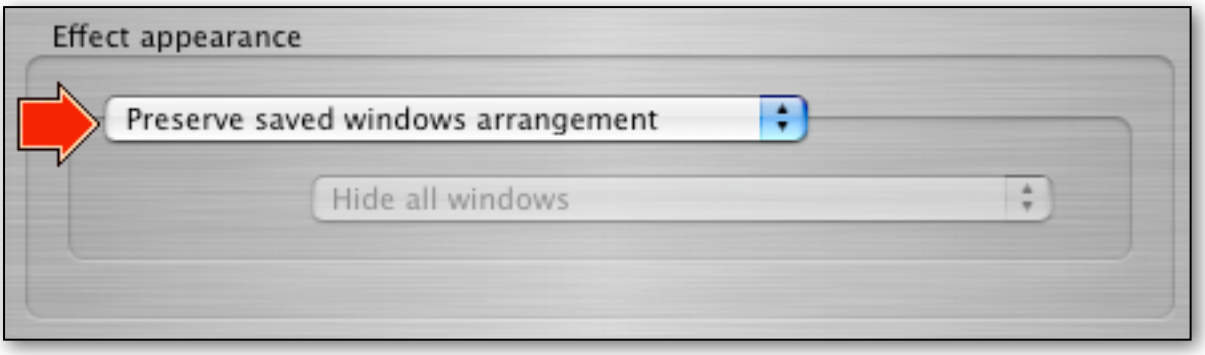
- You can lock or unlock the rack windows to move together or separately.
- You can show or hide all effect windows at once.
- You can select one of several predefined window layouts.

Both the the position and visibility of plug-in windows are saved in programs. You can select whether you want to use the saved window layout, or the plug-ins may be arranged another way.

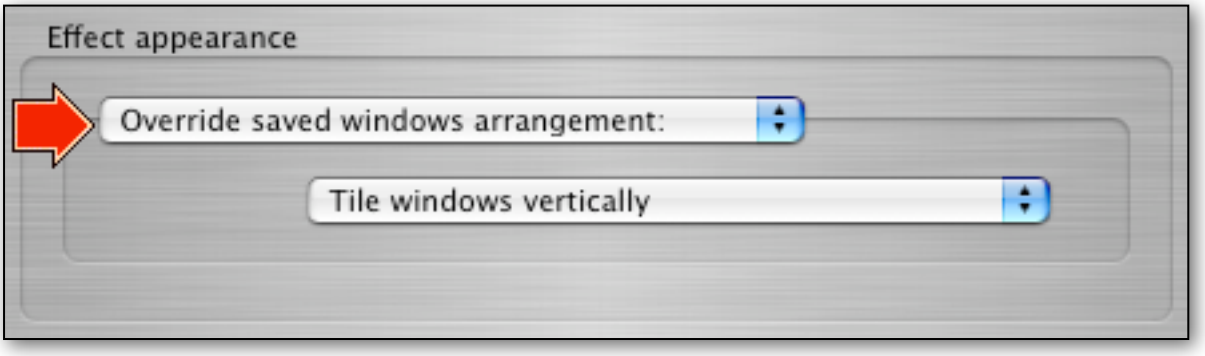
Open Preferences and select the General pane.



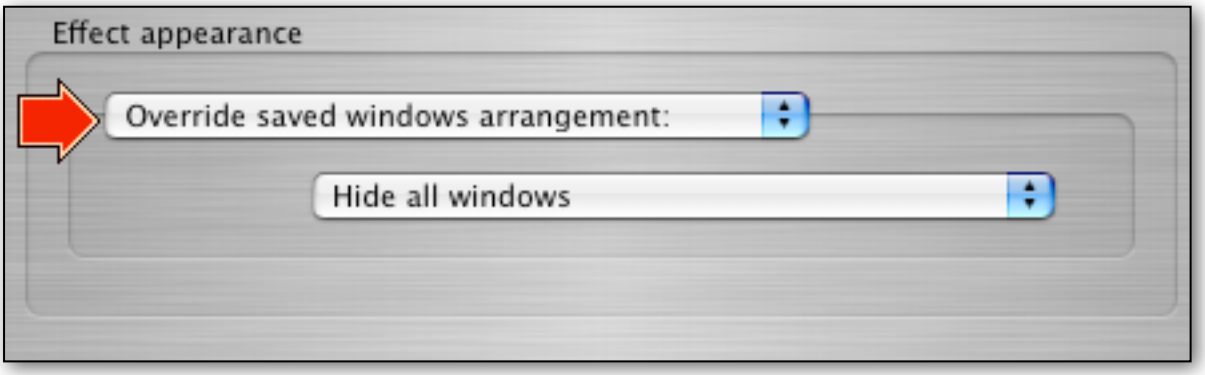
To keep plug-in windows at the same positions where they were when the program was saved, select



If you want another arrangement, select the override option in the upper selector. For instance, plug-ins can be tiled after every program load

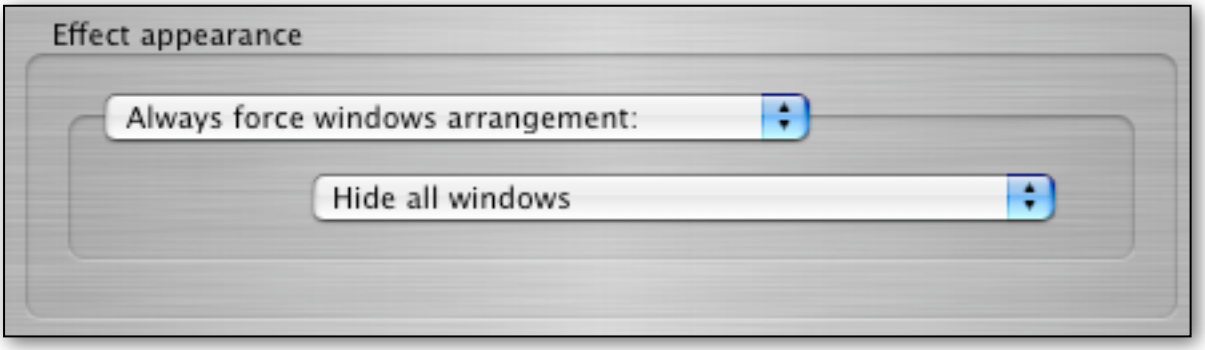


or they can be hidden:

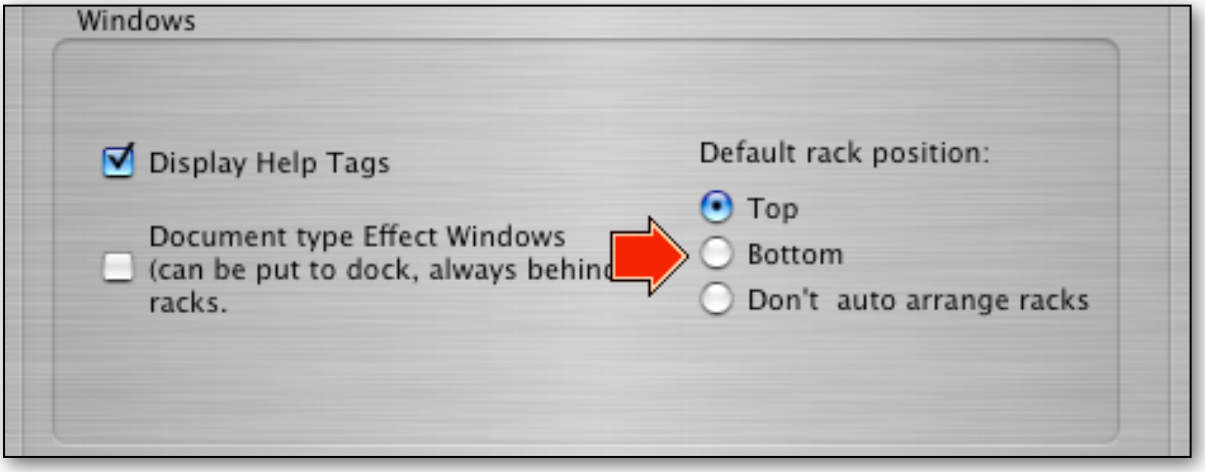


Forcing window arrangement means, that the plug-ins are arranged whenever a window is opened, closed. It is very similar to the Keep Arranged option for a Finder window in the Icon View mode.

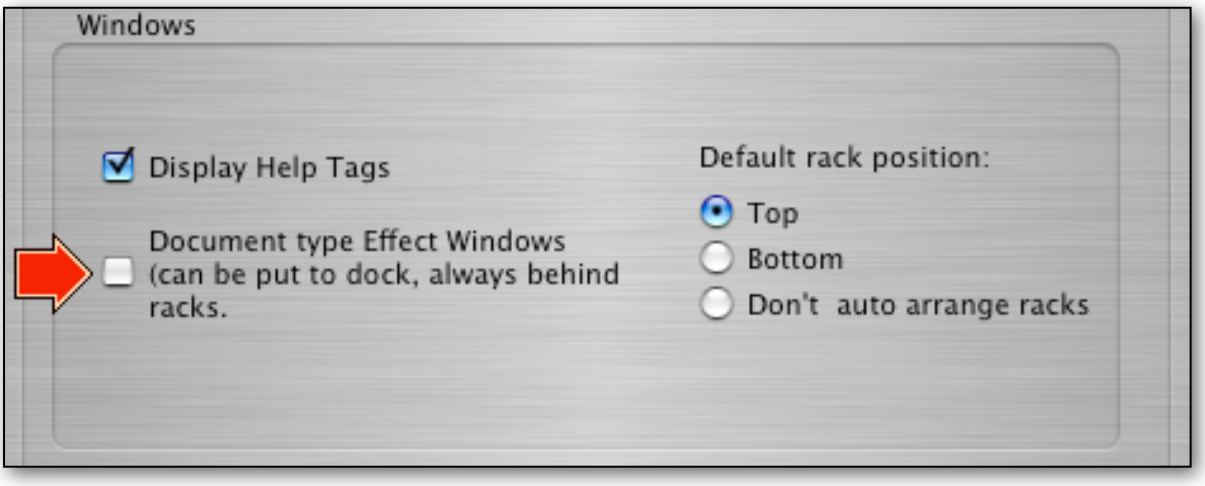
Be careful when forcing the plug-ins to be hidden. The newly opened plug-ins won't appear on the desktop.



Rack windows position isn't stored in inTone programs. There is a switch in preferences allowing to set the preferred position of all the racks. With the bottom position windows are in a reverse order than with the top position.



Mac versions of inTone have a choice to make the plug-in window of the standard document or the floating window type.



Document windows are always behind racks. They can be put to the Dock.

Floating windows can be in front or behind the racks. In the current Mac OS X they cannot be put to the Dock.

Working With Programs and Banks

inTone applications have an outstanding advantage to store all complex data related to your performances in Programs, which can be easily retrieved by mouse, keyboard or MIDI program change.

Each program contains:

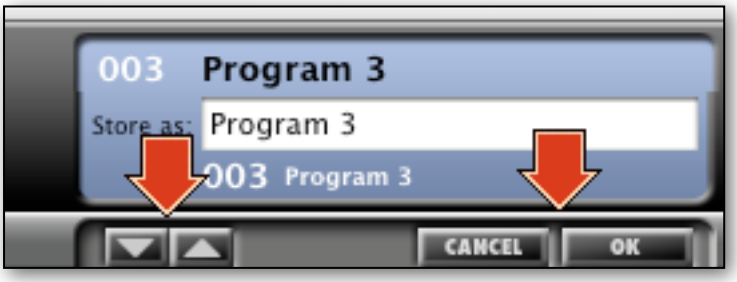
- Loaded plug-ins
- Plug-ins state: Parameters, bypass etc.
- Windows arrangement
- Windows visibility
- Volume levels for all chains
- Pan levels

To select a program, simply click the SELECT button.

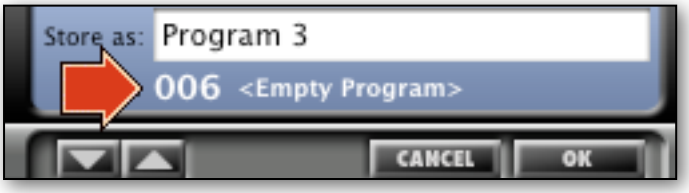
If you want to select a program using computer keyboard, you have several options:

- use the F1 - F12 keys to load programs 1..12.
- use the ' key to open the program menu. Use arrows or the first letters of the program name to select a program.
  Then hit Enter.
- type the program number on numeric keyboard. Then hit Enter.
- use + - keys to browse programs. Then hit Enter.
- Use the STORE button to save the complete program.

To save a program to any position, to assign it a name, press the STORE button in the rack window, not in the editor window. The inTone display changes to a program-store dialog and four buttons appear under the display. Clicking (or holding) the arrows you can select the position where to save the program.



When selecting a location for the program, the name of the program previously saved at the selected location is displayed under the program name field. When the location is empty, inTone display reads , so you are sure you are not overwriting valuable data.



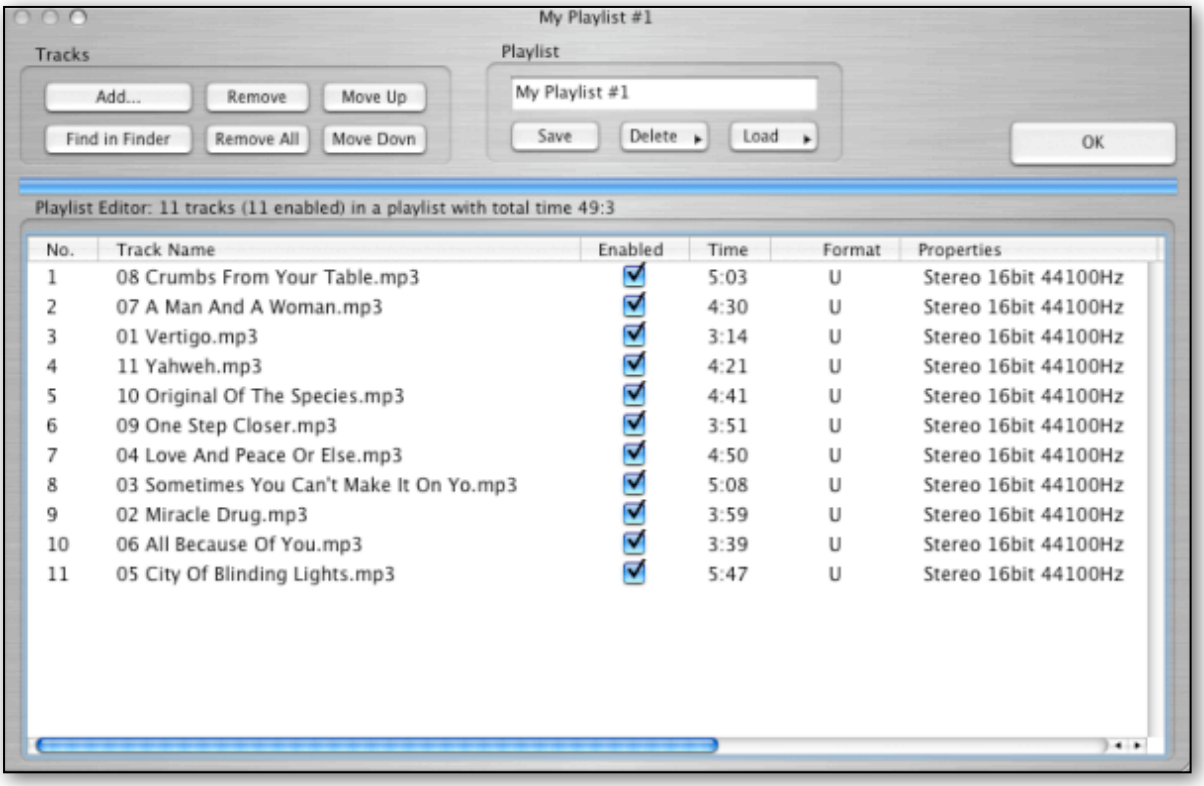
inTone versions with Program Protection (1.1 and above): The program editor has a checkbox preventing the program not to be overwritten. It means that the program can be modified and saved, but no other program can overwrite it.

To save the program quickly to the same position where it was loaded from, without asking for a new name, use the Store button in the Program Editor window.

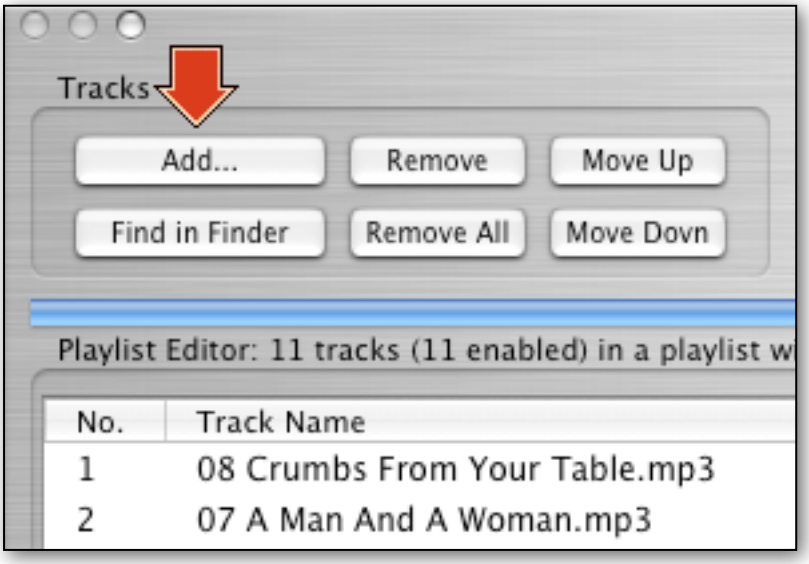
Audio file playback

Click the Playlist Button.

The Playlist window opens.

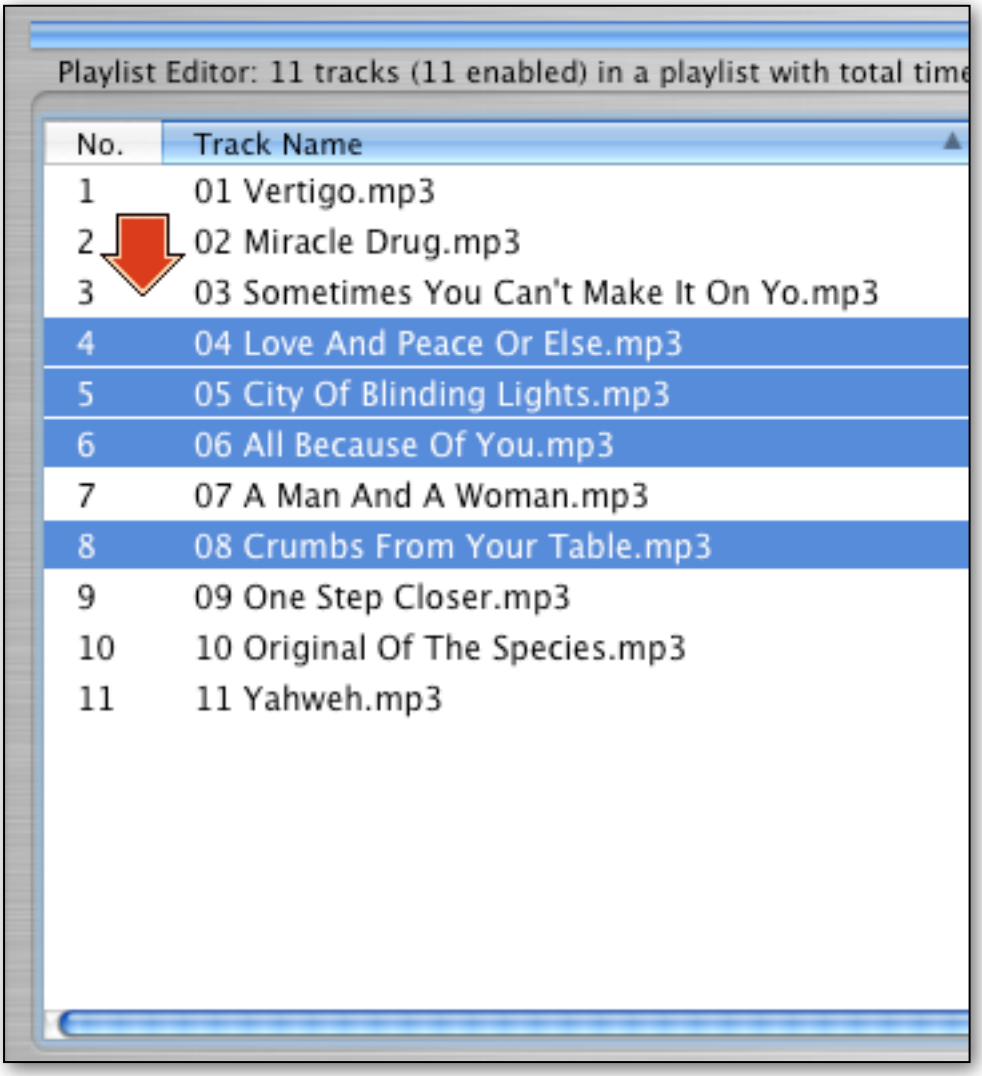

My Playlist #1
Tracks
Add...
Remove
Move Up
Find in Finder
Remove All
Move Down
Playlist
My Playlist #1
Save
Delete
Load
OK
Playlist Editor: 11 tracks (11 enabled) in a playlist with total time 49:3
No. Track Name Enabled Time Format Properties
1 08 Crumbs From Your Table.mp3 5:03 U Stereo 16bit 44100Hz
2 07 A Man And A Woman.mp3 4:30 U Stereo 16bit 44100Hz
3 01 Vertigo.mp3 3:14 U Stereo 16bit 44100Hz
4 11 Yahweh.mp3 4:21 U Stereo 16bit 44100Hz
5 10 Original Of The Species.mp3 4:41 U Stereo 16bit 44100Hz
6 09 One Step Closer.mp3 3:51 U Stereo 16bit 44100Hz
7 04 Love And Peace Or Else.mp3 4:50 U Stereo 16bit 44100Hz
8 03 Sometimes You Can't Make It On Yo.mp3 5:08 U Stereo 16bit 44100Hz
9 02 Miracle Drug.mp3 3:59 U Stereo 16bit 44100Hz
10 06 All Because Of You.mp3 3:39 U Stereo 16bit 44100Hz
11 05 City Of Blinding Lights.mp3 5:47 U Stereo 16bit 44100Hz

You can either drag files from Finder or use the Add button to add files.

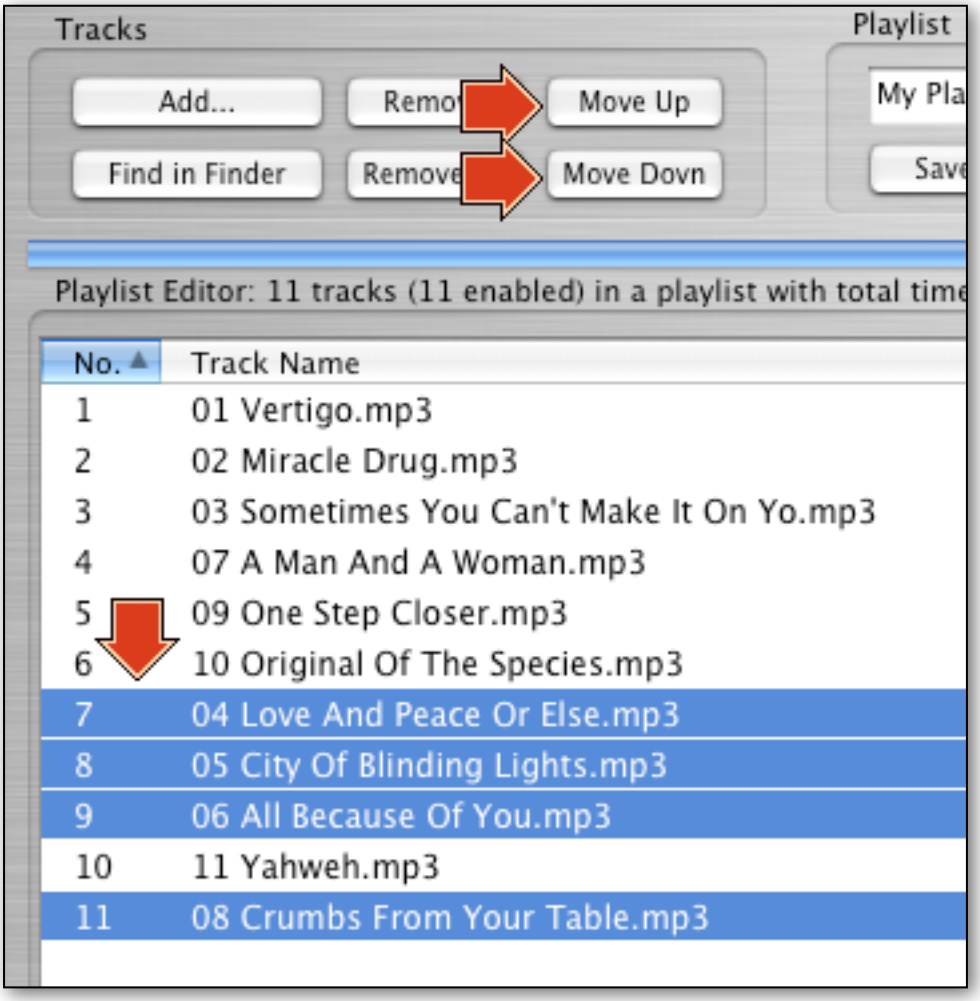


The playlists window stays always in front to allow easy dragging from other windows.

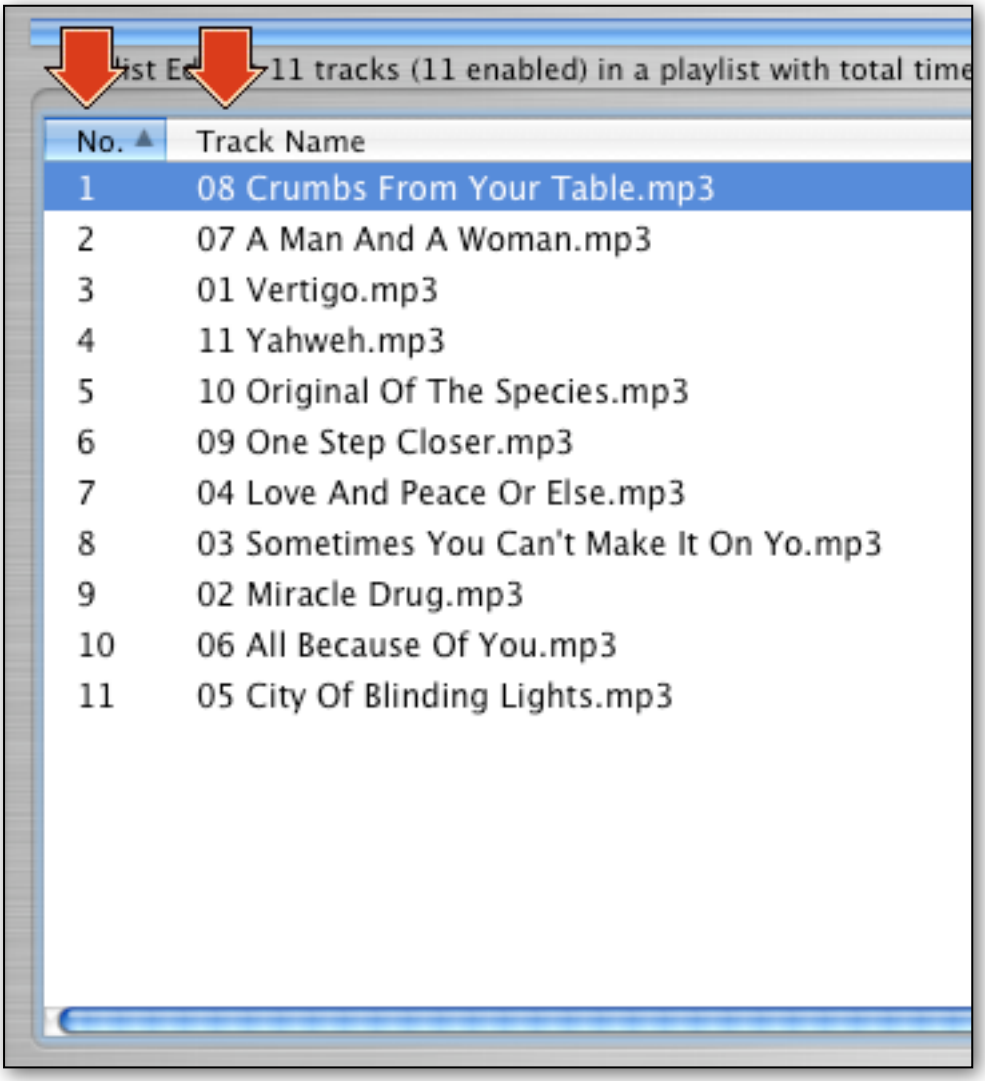
Select any number of tracks in the playlist. Use Shift and Command keys to select more tracks.


Playlist Editor: 11 tracks (11 enabled) in a playlist with total time
No.
Track Name
1 01 Vertigo.mp3
2 02 Miracle Drug.mp3
3 03 Sometimes You Can't Make It On Yo.mp3
4 04 Love And Peace Or Else.mp3
5 05 City Of Blinding Lights.mp3
6 06 All Because Of You.mp3
7 07 A Man And A Woman.mp3
8 08 Crumbs From Your Table.mp3
9 09 One Step Closer.mp3
10 10 Original Of The Species.mp3
11 11 Yahweh.mp3

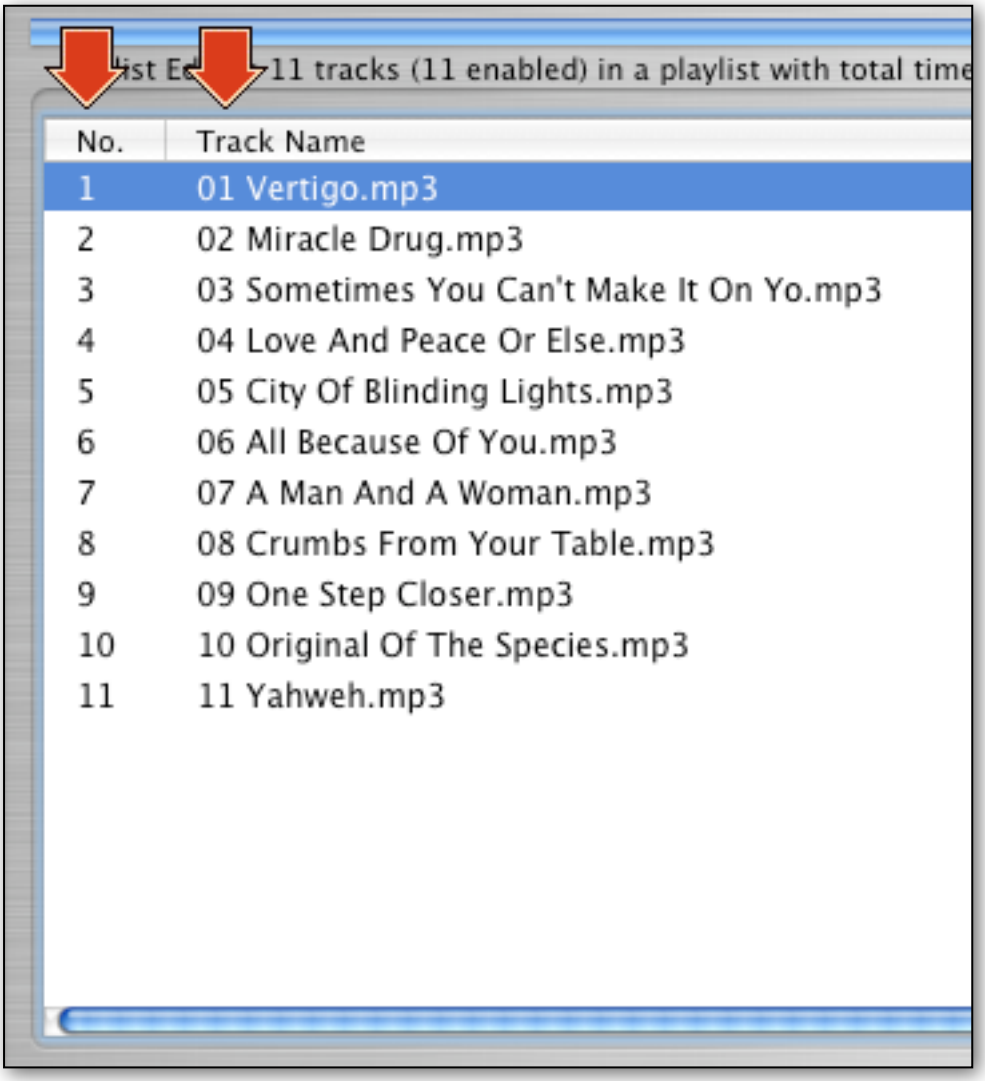
Clicking the Move Up or Move Down button moves all the selected tracks.



Once you add files to the playlist, they are not sorted. That's because inTone playback is intended to accompany your performances, so we expect custom order of the tracks.


11 tracks (11 enabled) in a playlist with total time
No.
Track Name
1 08 Crumbs From Your Table.mp3
2 07 A Man And A Woman.mp3
3 01 Vertigo.mp3
4 11 Yahweh.mp3
5 10 Original Of The Species.mp3
6 09 One Step Closer.mp3
7 04 Love And Peace Or Else.mp3
8 03 Sometimes You Can't Make It On Yo.mp3
9 02 Miracle Drug.mp3
10 06 All Because Of You.mp3
11 05 City Of Blinding Lights.mp3

If you want the tracks to be sorted by name or any other column in the playlist window, click the column header.


11 tracks (11 enabled) in a playlist with total time
No.
Track Name
1 01 Vertigo.mp3
2 02 Miracle Drug.mp3
3 03 Sometimes You Can't Make It On Yo.mp3
4 04 Love And Peace Or Else.mp3
5 05 City Of Blinding Lights.mp3
6 06 All Because Of You.mp3
7 07 A Man And A Woman.mp3
8 08 Crumbs From Your Table.mp3
9 09 One Step Closer.mp3
10 10 Original Of The Species.mp3
11 11 Yahweh.mp3

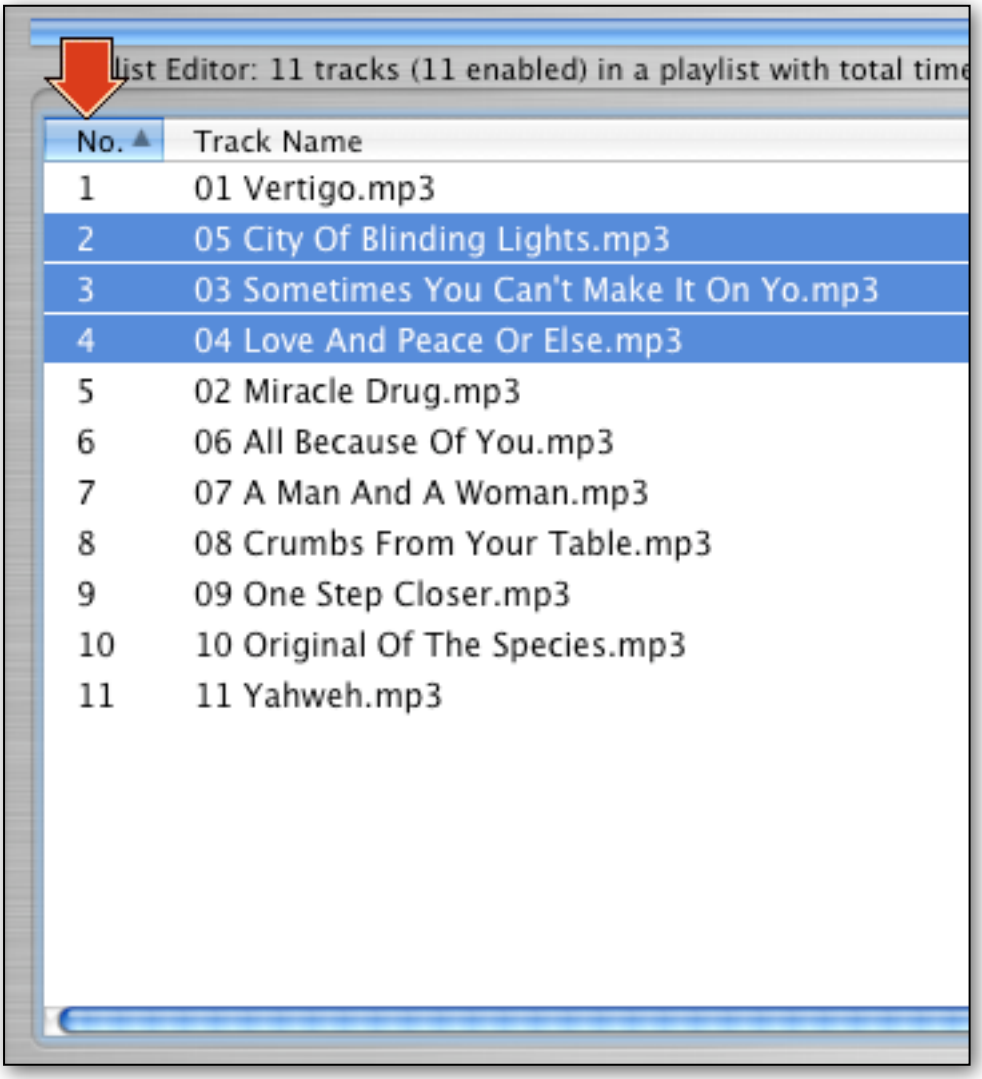
Please understand that the sorted files cannot be rearranged - once you set sorting, the playlist is automatically rearranged to keep the listed sorted. If you want to change the order of sorted tracks

Save the playlist

Load it again

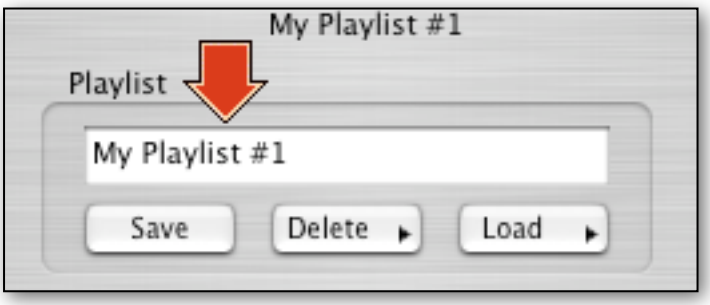
Click the No. column header.

Now the files can be moved up and down.


list Editor: 11 tracks (11 enabled) in a playlist with total time
No.
Track Name
1 01 Vertigo.mp3
2 05 City Of Blinding Lights.mp3
3 03 Sometimes You Can't Make It On Yo.mp3
4 04 Love And Peace Or Else.mp3
5 02 Miracle Drug.mp3
6 06 All Because Of You.mp3
7 07 A Man And A Woman.mp3
8 08 Crumbs From Your Table.mp3
9 09 One Step Closer.mp3
10 10 Original Of The Species.mp3
11 11 Yahweh.mp3

inTone playlists are saved in an XML file in the Preferences folder. You don't need to search for playlists on your hard drive, they are quickly accessible in the playlist menu.

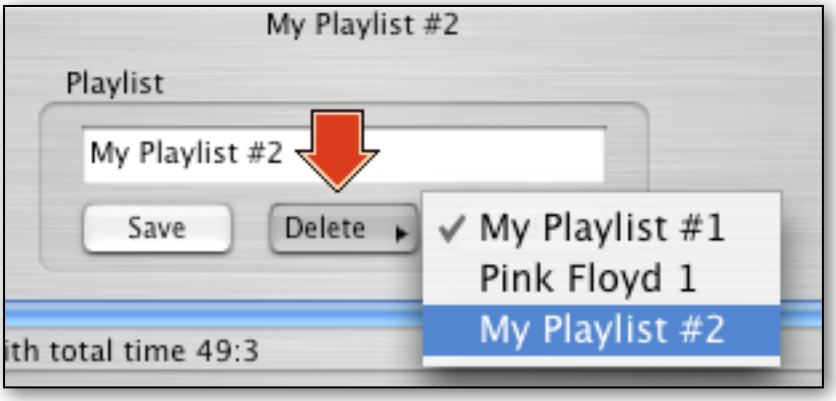
To save a playlist, fill in a name in the box



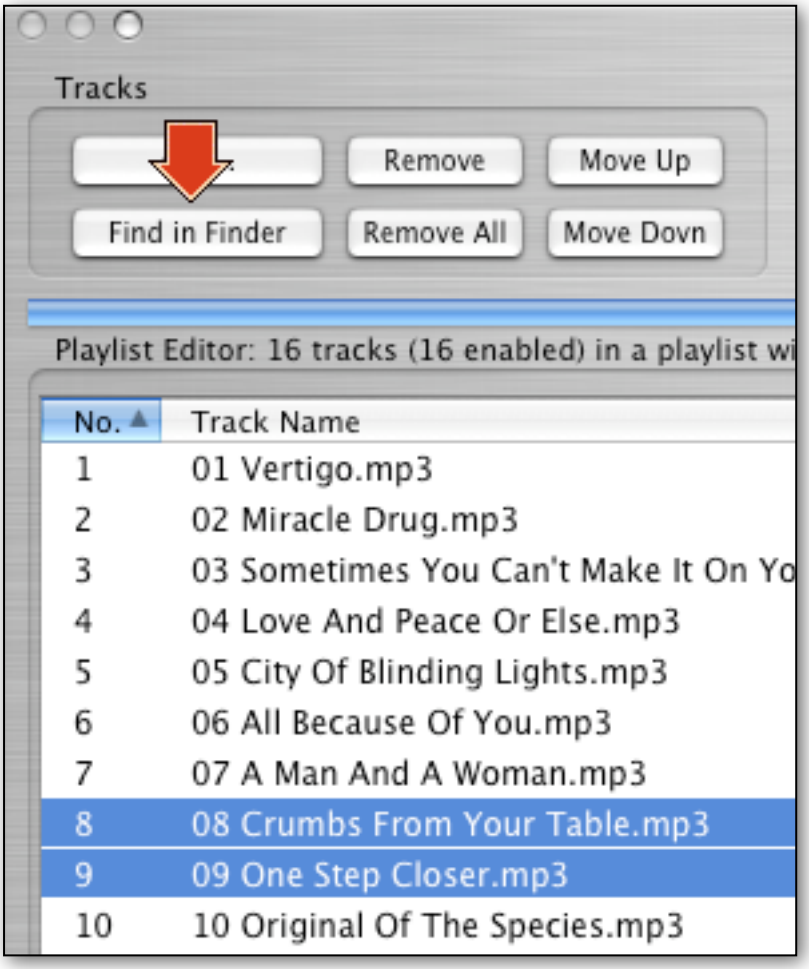
and click Save. The playlist automatically appears in the window title and in menus attached to the Delete and Load buttons. You may save more playlists with the same name.

To load a playlist, select it from the Load menu.

To delete a playlist, select it in the Delete menu.



To retrieve track files, select one or more tracks and click the Find In Finder button.


Tracks
Remove
Move Up
Find in Finder
Remove All
Move Dovn
Playlist Editor: 16 tracks (16 enabled) in a playlist wi
No.
Track Name
1 01 Vertigo.mp3
2 02 Miracle Drug.mp3
3 03 Sometimes You Can't Make It On Yo
4 04 Love And Peace Or Else.mp3
5 05 City Of Blinding Lights.mp3
6 06 All Because Of You.mp3
7 07 A Man And A Woman.mp3
8 08 Crumbs From Your Table.mp3
9 09 One Step Closer.mp3
10 10 Original Of The Species.mp3

All the file locations will open simultaneously if two or more tracks are selected.

inTone Track Player has a standard set of controls for playback and recording. Please note that the Pro versions have independent controls for playback and recording, while the Express version can either play or record, so the Pause and Stop are both playback and recording controls.

The button functionality is similar as on any CD/video player or recorder.

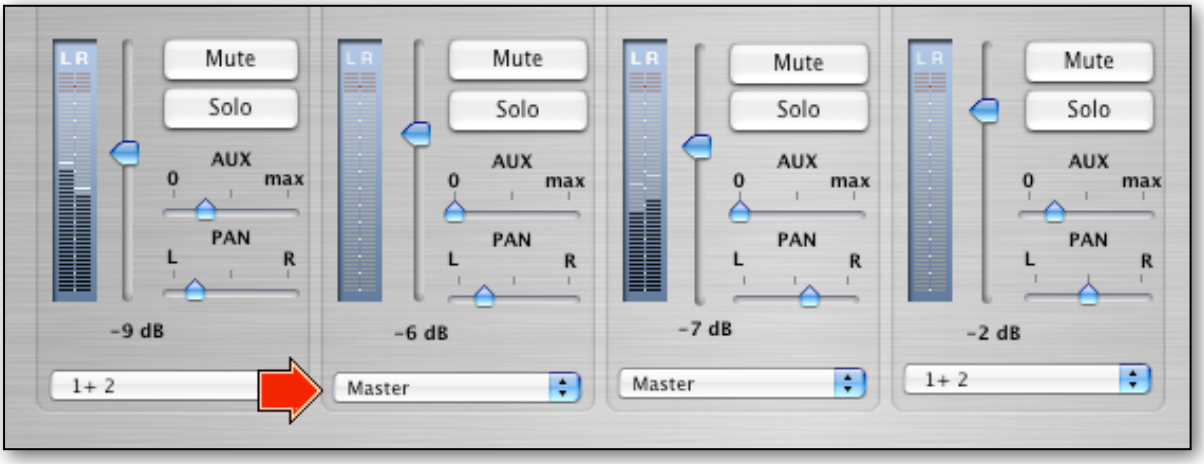
Recording

Turn POWER ON on both racks.

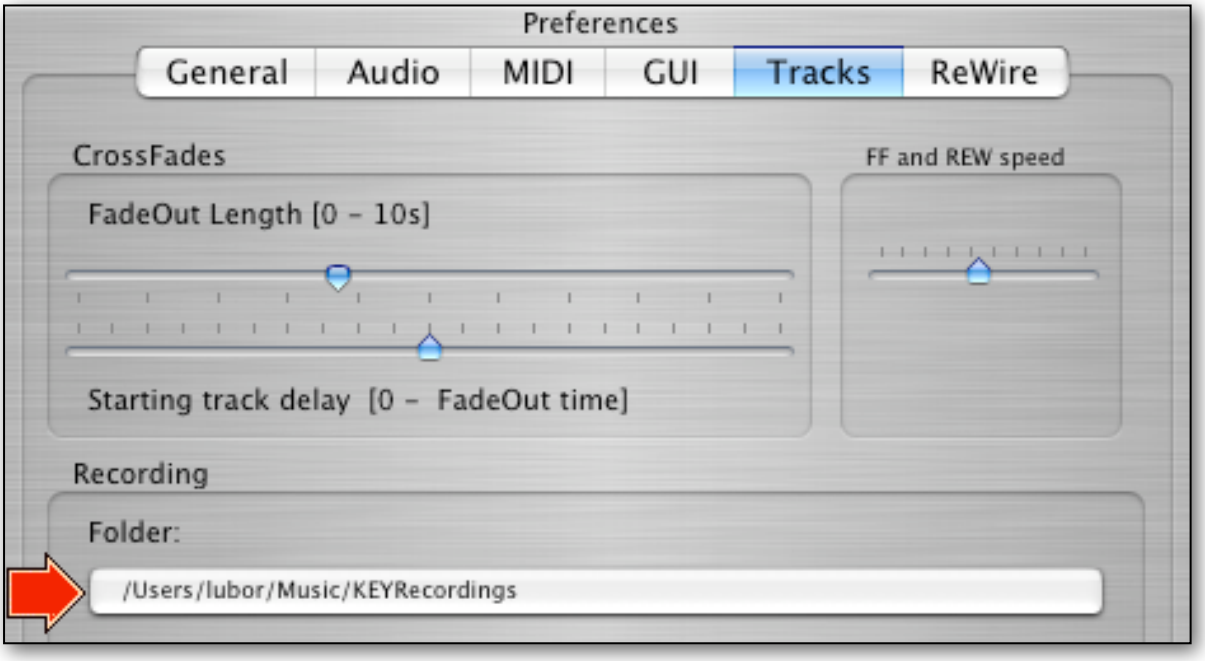
Open any program using audio inputs or virtual instruments.

Open the Program Editor (EDIT button).

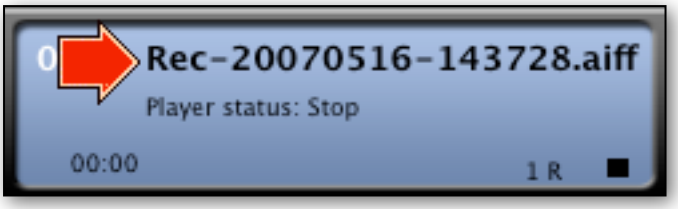
Select "Master" for all the chain outputs you want to record. Chains using individual outs (numeric values in the Chain Output selector) are not recorded.



If you want to create a special folder for the current recording, go to Preferences, Track Player tab. Select a folder for your recordings, possibly creating a new one.



Record your performance. Every track you record is automatically named according to the current date and time.

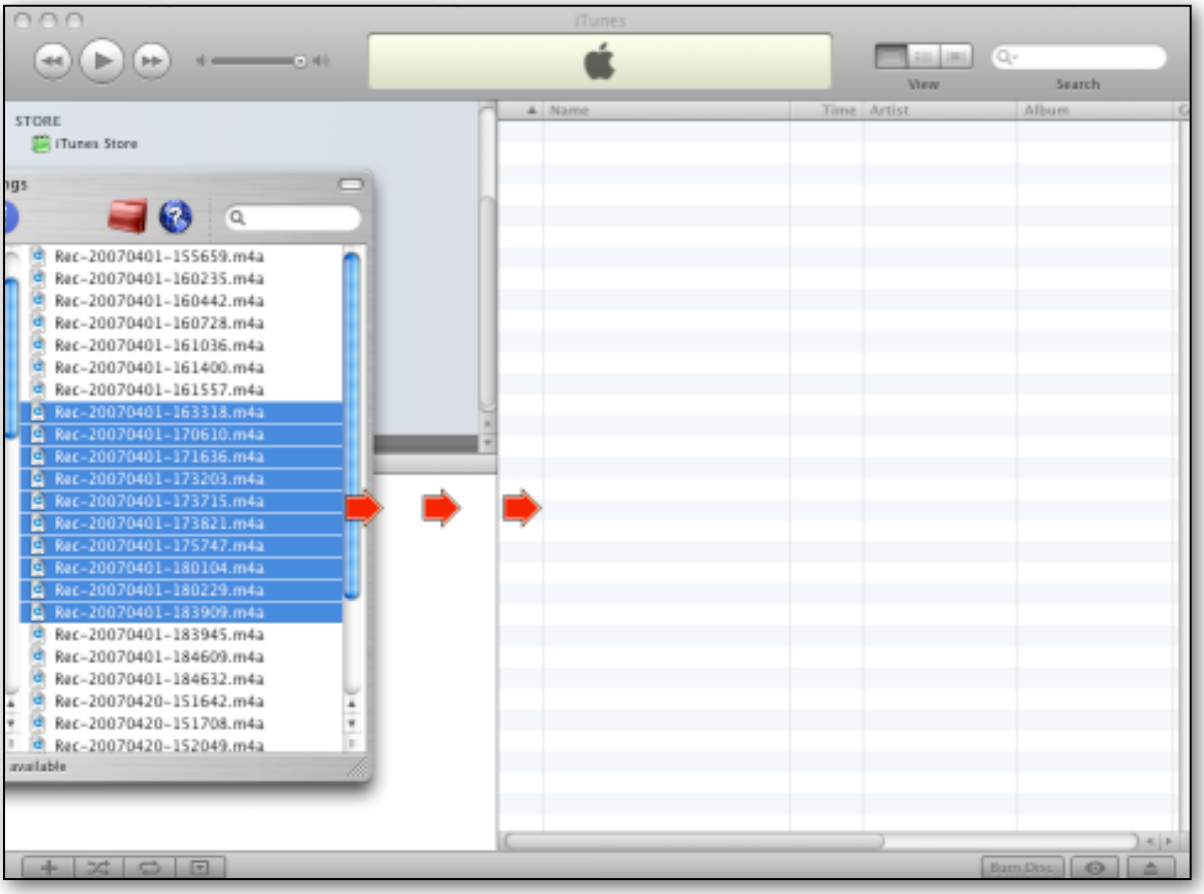


Pressing RECORD after you pressed STOP you create a new track. Pressing RECORD after you pressed PAUSE you continue recording to the same track.

Once you have recorded a few tracks, open the playlist editor (PLAYLIST button).

Select one of the recorded tracks and click "Show the track file" or "Find in Finder" (according to inTone version).

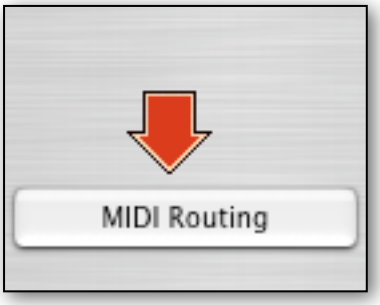
The folder with your recordings opens. Copy the tracks from this folder to iTunes or another audio CD burning application.



Burn CD in the selected application.

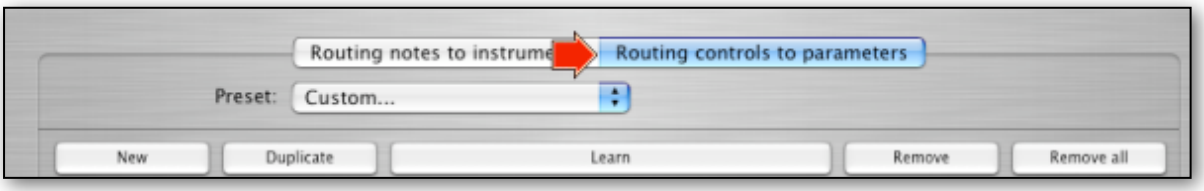
Controlling Plug-in Parameters

Open the MIDI panel - use either the MIDI button (Keys version) or a menu item in the OPTIONS button menu (Guitar and Bass versions).

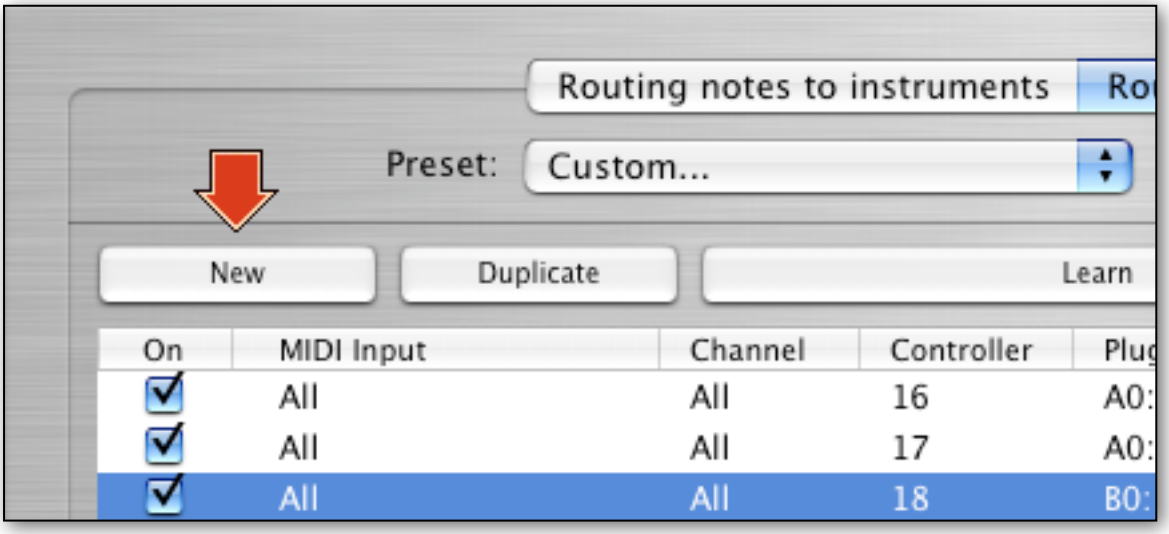


MIDI Route in inTone is a connection (virtual cable) connecting MIDI source to MIDI destination. Control routes connect MIDI controllers (knobs and buttons on MIDI keyboards, foot controllers etc.) to plug-ins opened in inTone.

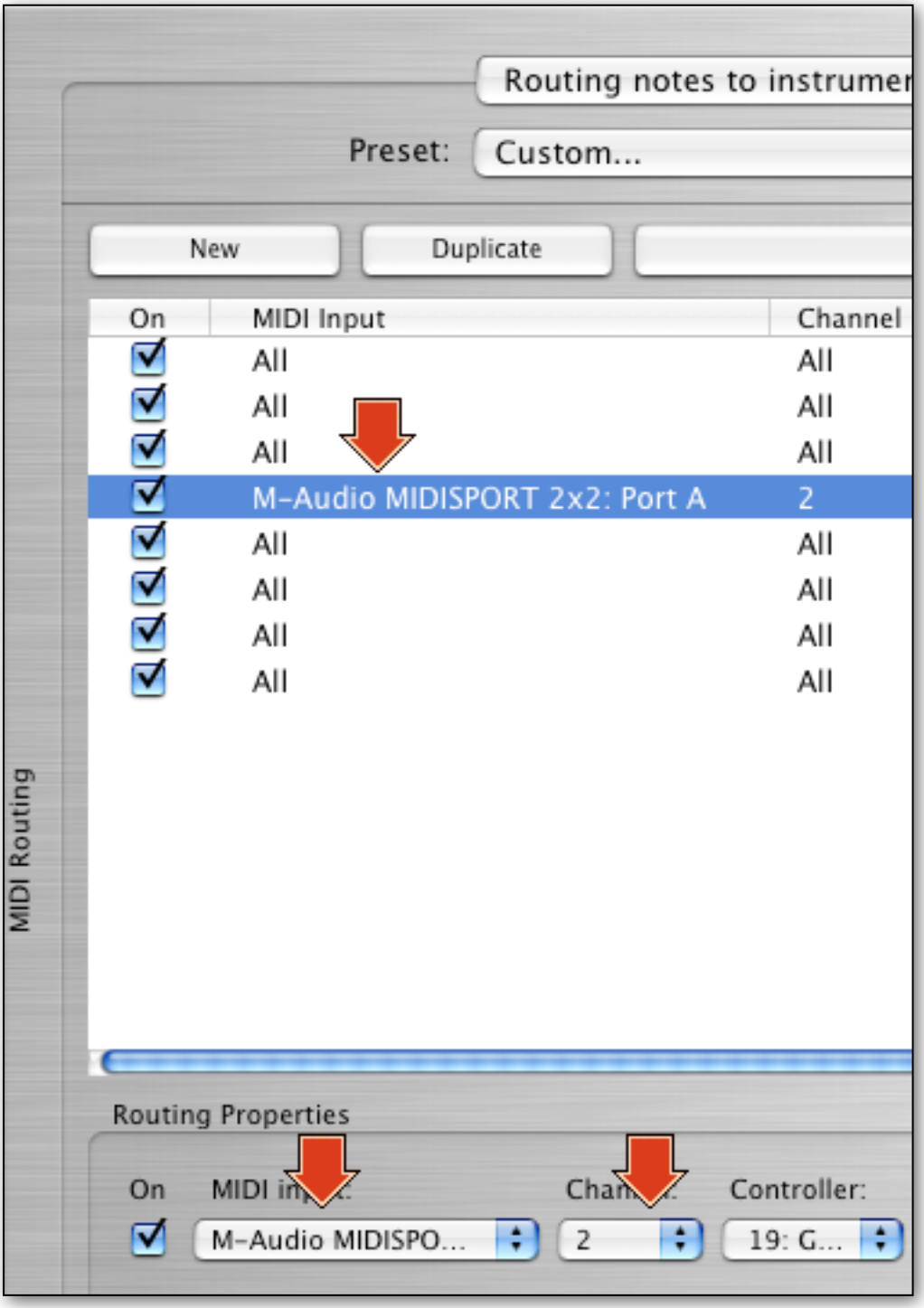
Select the Control Routes pane.



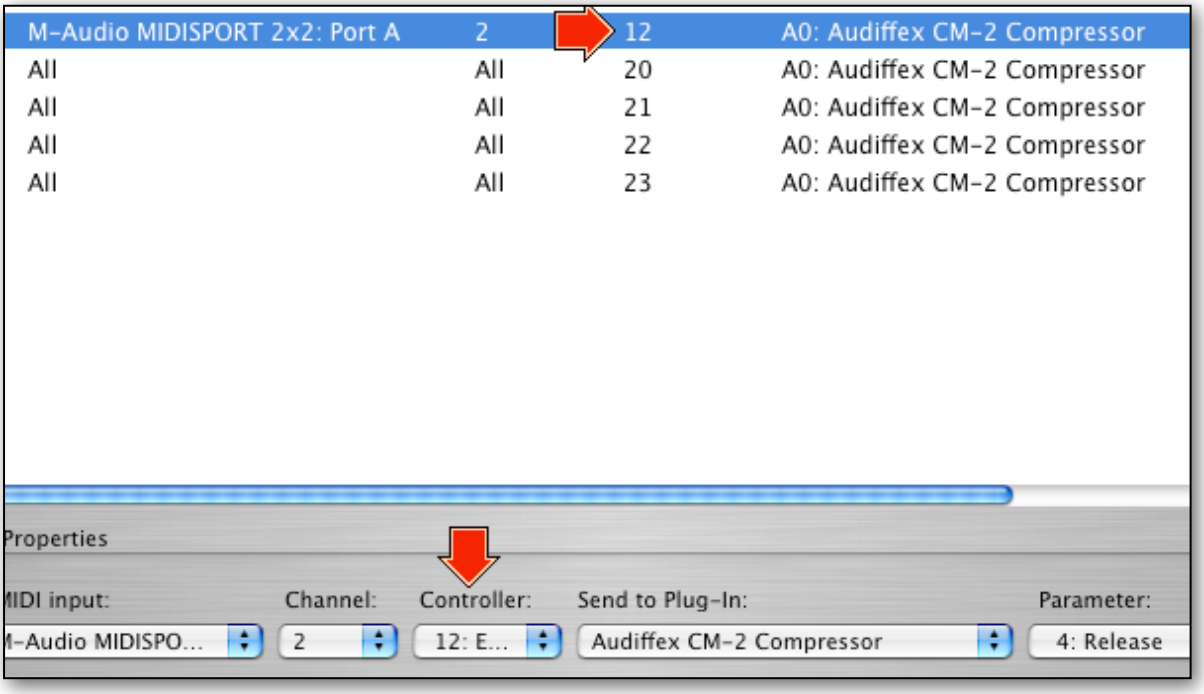
Click "New Route" or use the Preset button to create control routes.



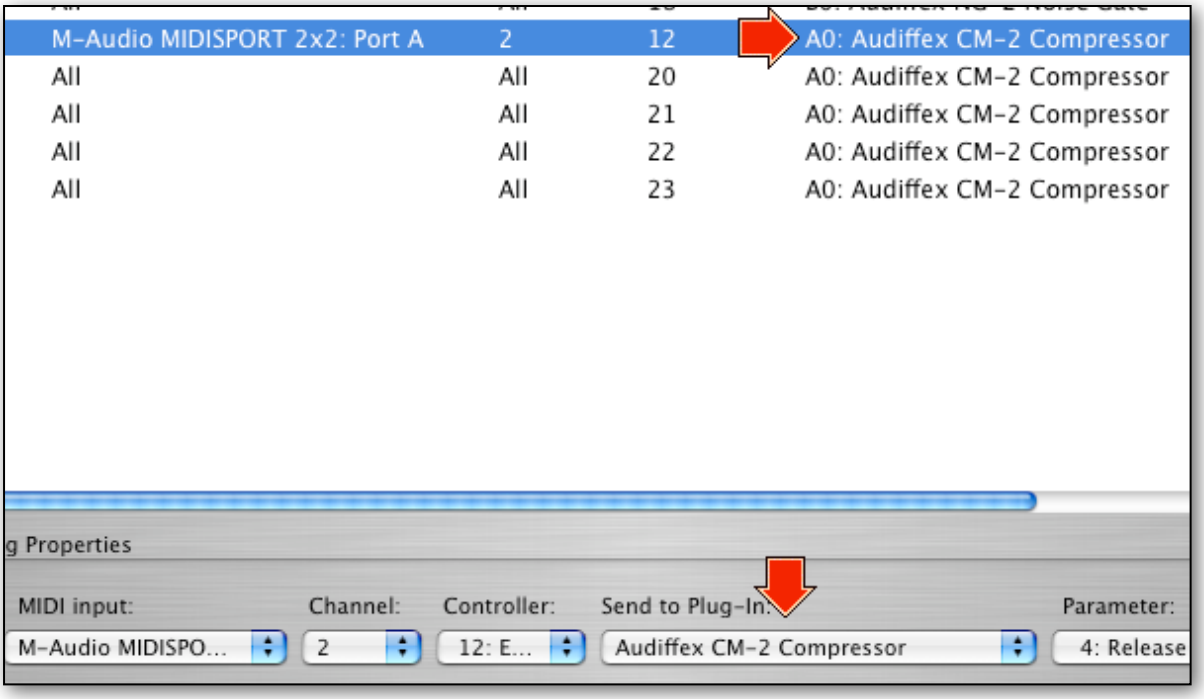
- Select a route in the Route list. Use the selectors below the list.
- Select the MIDI device you want to use to control effects.
- Select the MIDI channel to be only used.
- Keeping "All" in both selectors is the easiest setting, accepting all MIDI sources on all channels.



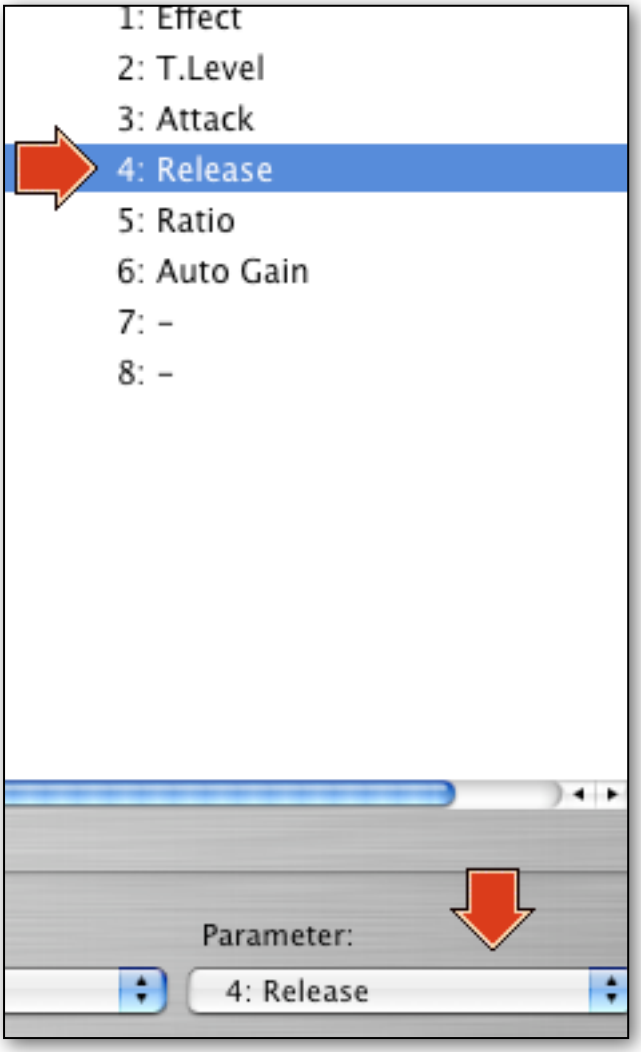
Select the controller number.



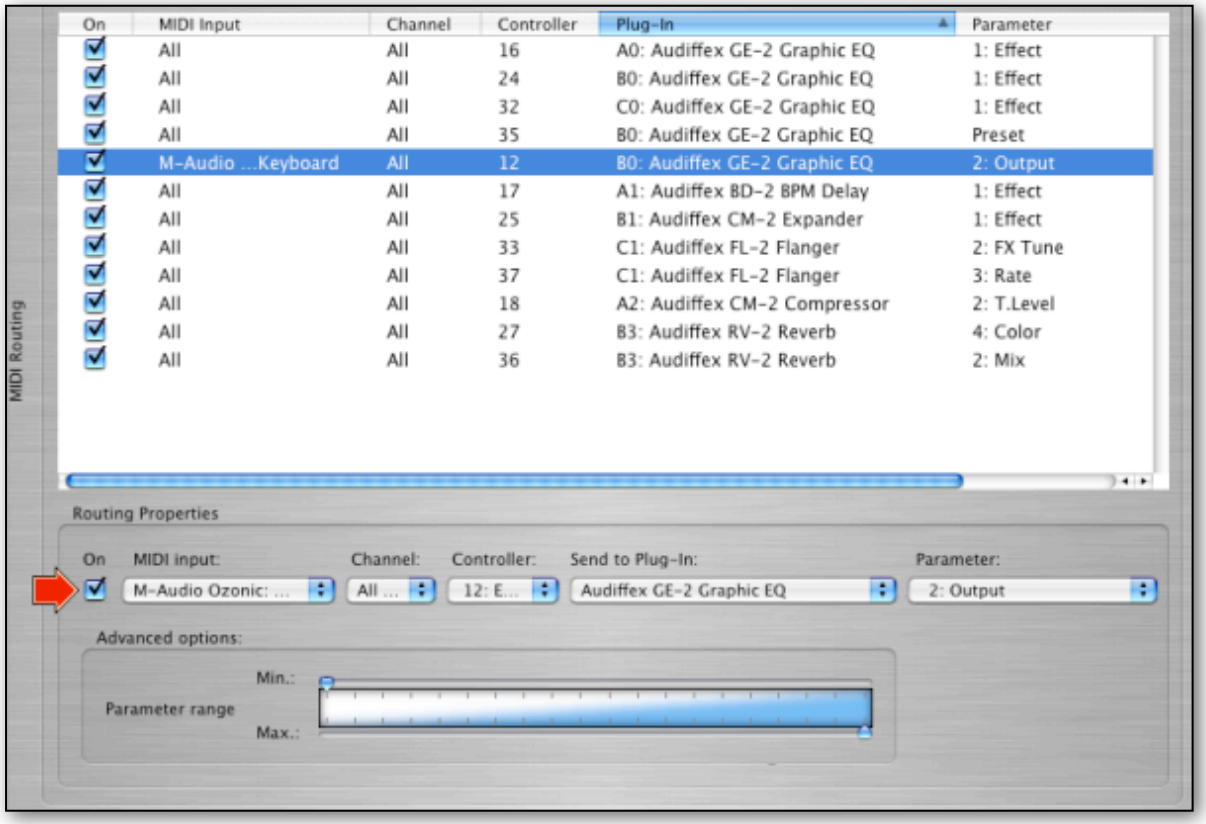
Select the destination plug-in (effect or instrument).



Select the parameter to be controlled.

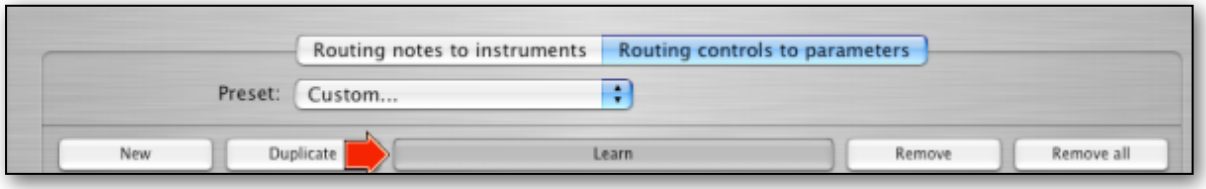


Repeat these steps for all routes.


On
MIDI Input
Channel
Controller
Plug-In
Parameter
All All 16 A0: Audiffex GE-2 Graphic EQ 1: Effect
All All 24 B0: Audiffex GE-2 Graphic EQ 1: Effect
All All 32 C0: Audiffex GE-2 Graphic EQ 1: Effect
All All 35 B0: Audiffex GE-2 Graphic EQ Preset
M-Audio ...Keyboard All 12 B0: Audiffex GE-2 Graphic EQ 2: Output
All All 17 A1: Audiffex BD-2 BPM Delay 1: Effect
All All 25 B1: Audiffex CM-2 Expander 1: Effect
All All 33 C1: Audiffex FL-2 Flanger 2: FX Tune
All All 37 C1: Audiffex FL-2 Flanger 3: Rate
All All 18 A2: Audiffex CM-2 Compressor 2: T.Level
All All 27 B3: Audiffex RV-2 Reverb 4: Color
All All 36 B3: Audiffex RV-2 Reverb 2: Mix
MIDI Routing
Routing Properties
On
MIDI input:
Channel:
Controller:
Send to Plug-In:
Parameter:
M-Audio Ozonic: ...
All ...
12: E...
Audiffex GE-2 Graphic EQ
2: Output
Advanced options:
Min.:
Parameter range
Max.:

There is much easier way to select a source of control:

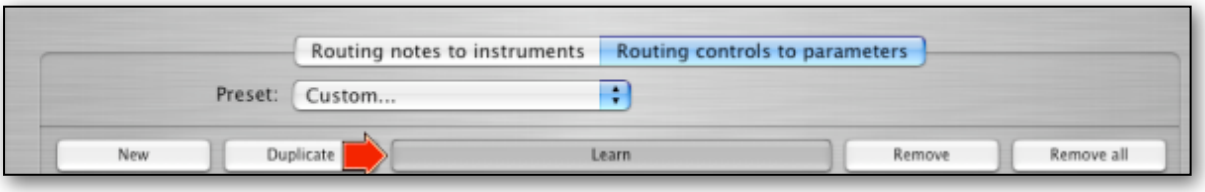
Click the Learn button.



Touch the controller you want to use for MIDI control (turn the knob, step on the pedal button).

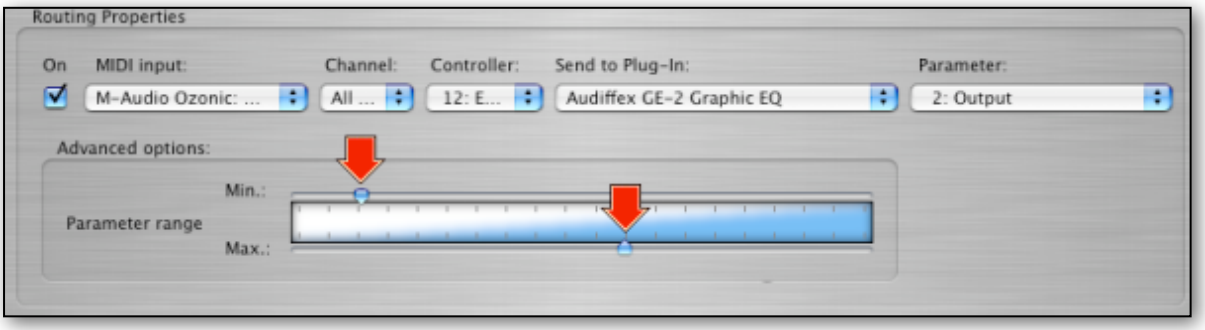
Click the parameter control on the effect you want to be set as the destination.

Click (switch OFF) the Learn button.



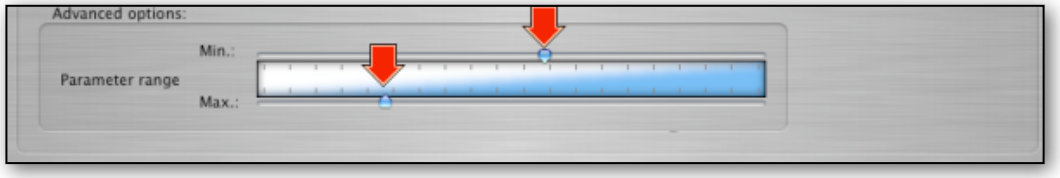
You can combine the manual and the automatic ways - for instance using the Learn mode to assign the source of control and selecting the effect parameter manually.

Sometimes the parameter setting is to coarse and you want to control in certain range. Use the Parameter Range sliders to adjust the minimum and maximum value of controlled parameter.



Hint: To achieve inverse controller behavior (organ drawbar mode), set the minimum value greater than the maximum.

•



Controlling External MIDI Device

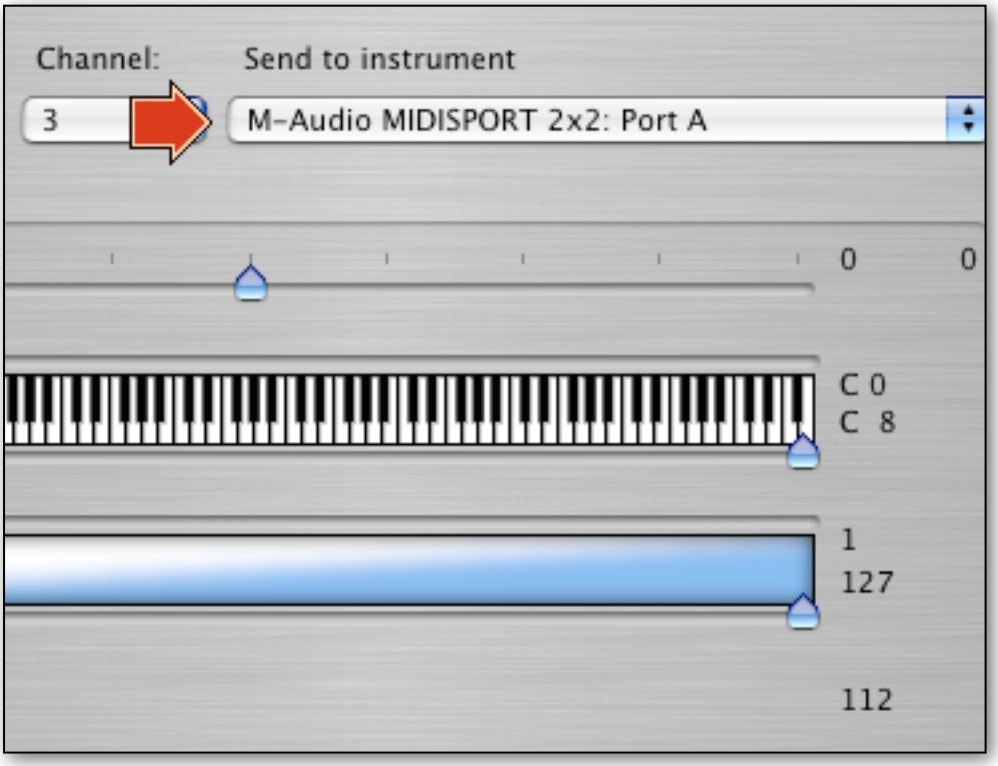
Open the MIDI panel - use either the MIDI button (Keys version) or a menu item in the OPTIONS button menu (Guitar and Bass versions).

Connect a MIDI interface with MIDI out ports to your computer

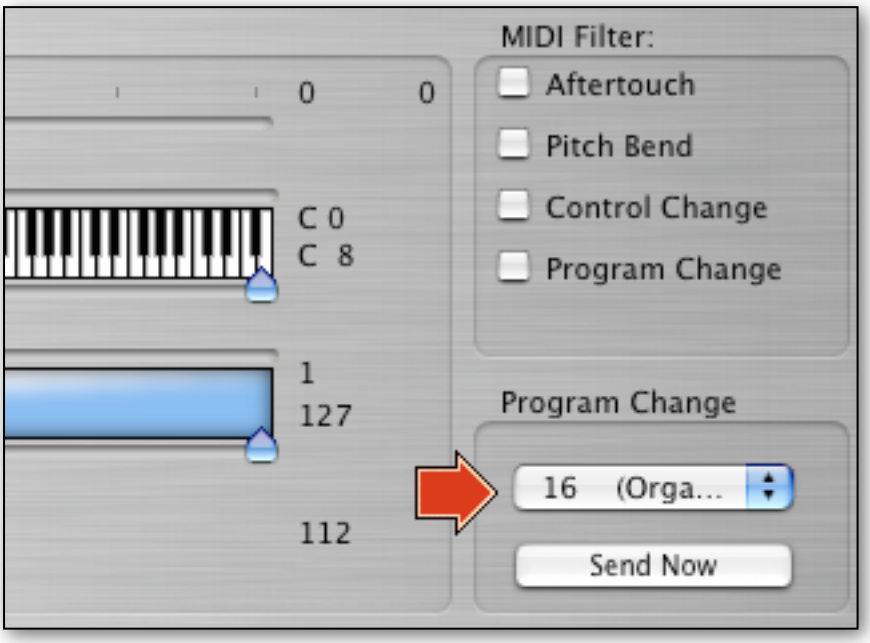
Connect hardware synths, effect processors or other MIDI devices to the interface.

Create Note routes

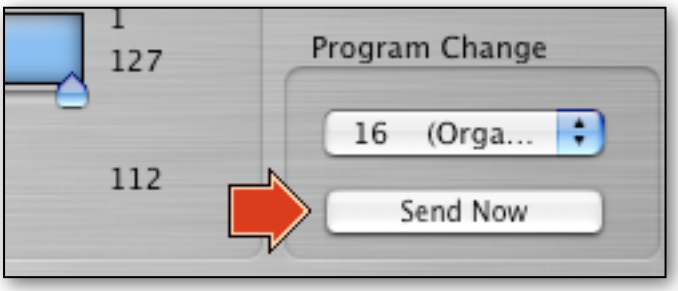
Instead of selecting software instruments, select MIDI out ports of your MIDI interface.



To set a MIDI program in the external device (selecting a preset, sound, effect program etc.), use the MIDI Program Change selector.

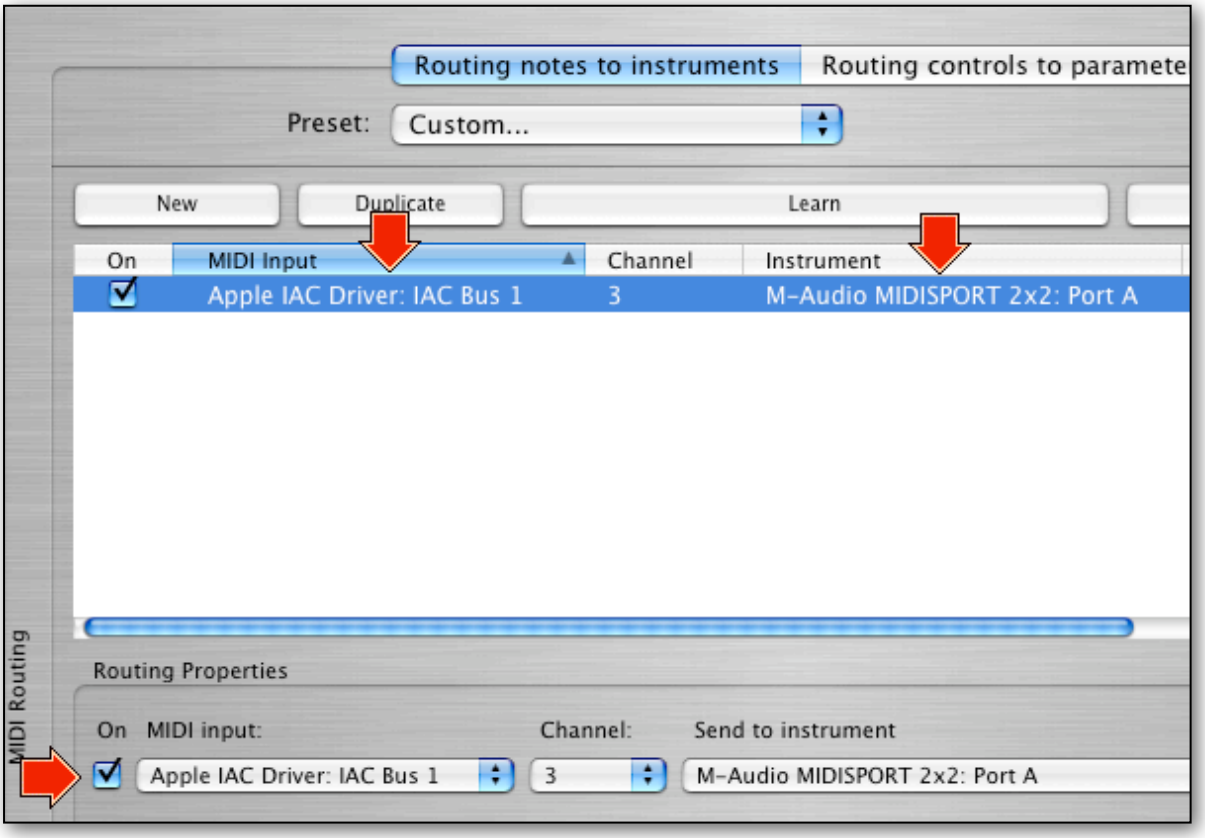


Many devices show up a different program number on display than the actual received MIDI program change (they use mapping). Click the Send Now button to see the actual change on the device.



inTone as a MIDI Router

inTone can be used as a flexible MIDI router (patchbay). Any MIDI source and channel in the system can be connected to the same or different MIDI channel of any destination.

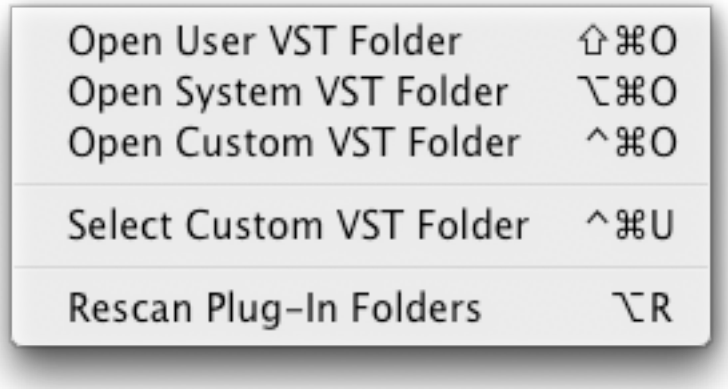

Routing notes to instruments
Routing controls to paramete
Preset:
Custom...
New
Duplicate
Learn
On
MIDI Input
Channel
Instrument
Apple IAC Driver: IAC Bus 1
3
M-Audio MIDISPORT 2x2: Port A
MIDI Routing
Routing Properties
On
MIDI input:
Channel:
Send to instrument
Apple IAC Driver: IAC Bus 1
3
M-Audio MIDISPORT 2x2: Port A

Menu Commands

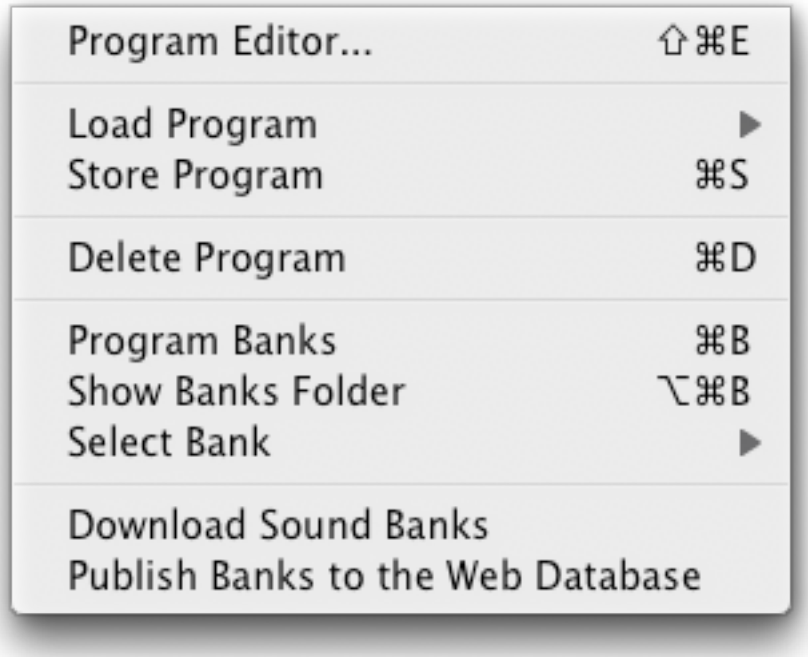
The main menu bar

The Application menu

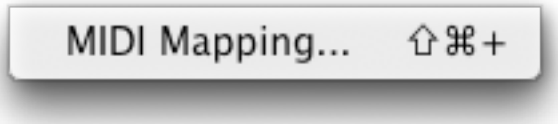
The File menu


Open User VST Folder ⇧⌘O
Open System VST Folder ⌥⌘O
Open Custom VST Folder ^⌘O
Select Custom VST Folder ^⌘U
Rescan Plug-In Folders ⌥R

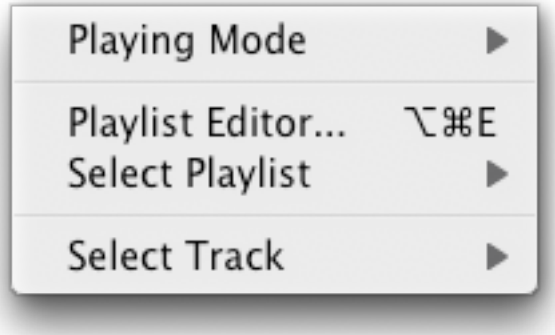
The Program menu



The MIDI menu

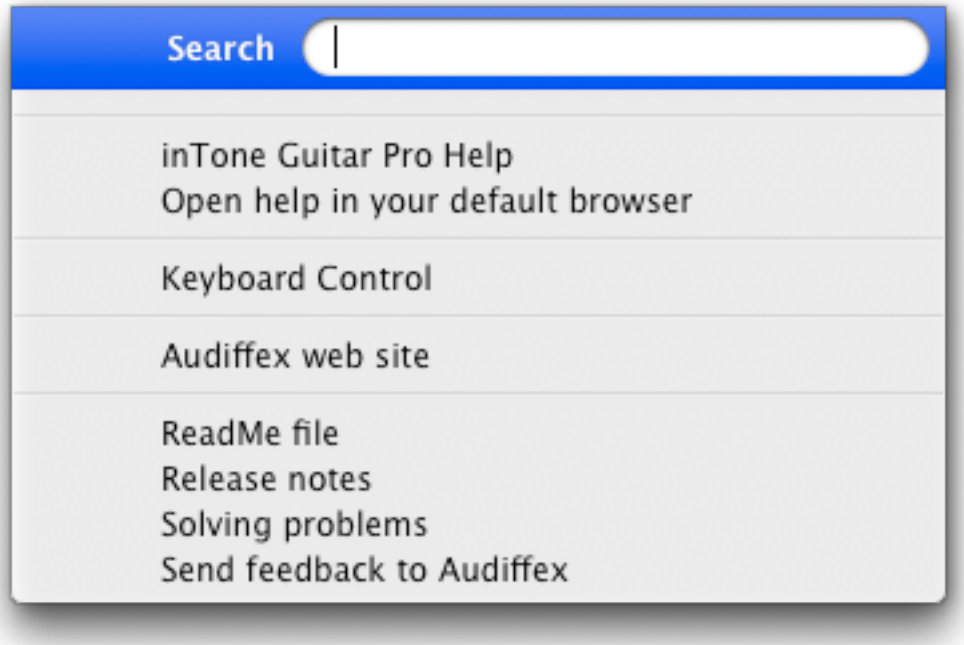


The Playlist menu

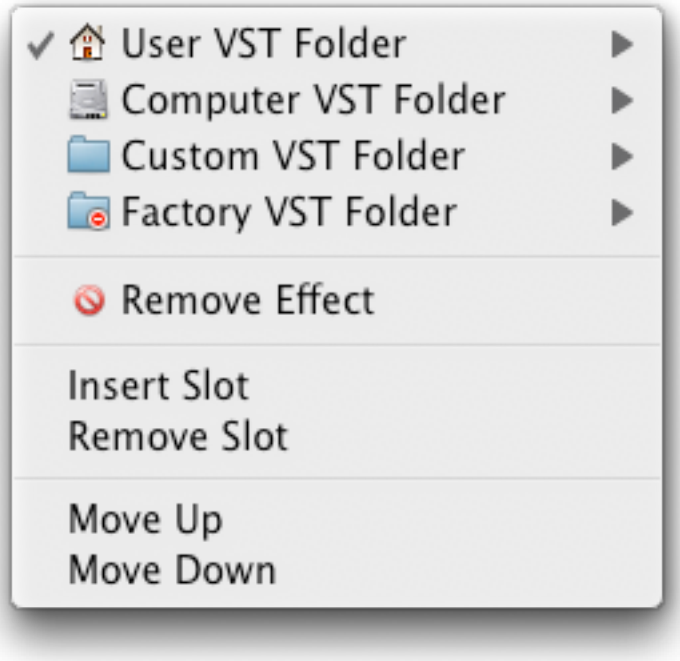


The Window Menu

The Help menu



The Plug-In selector menu



Notes